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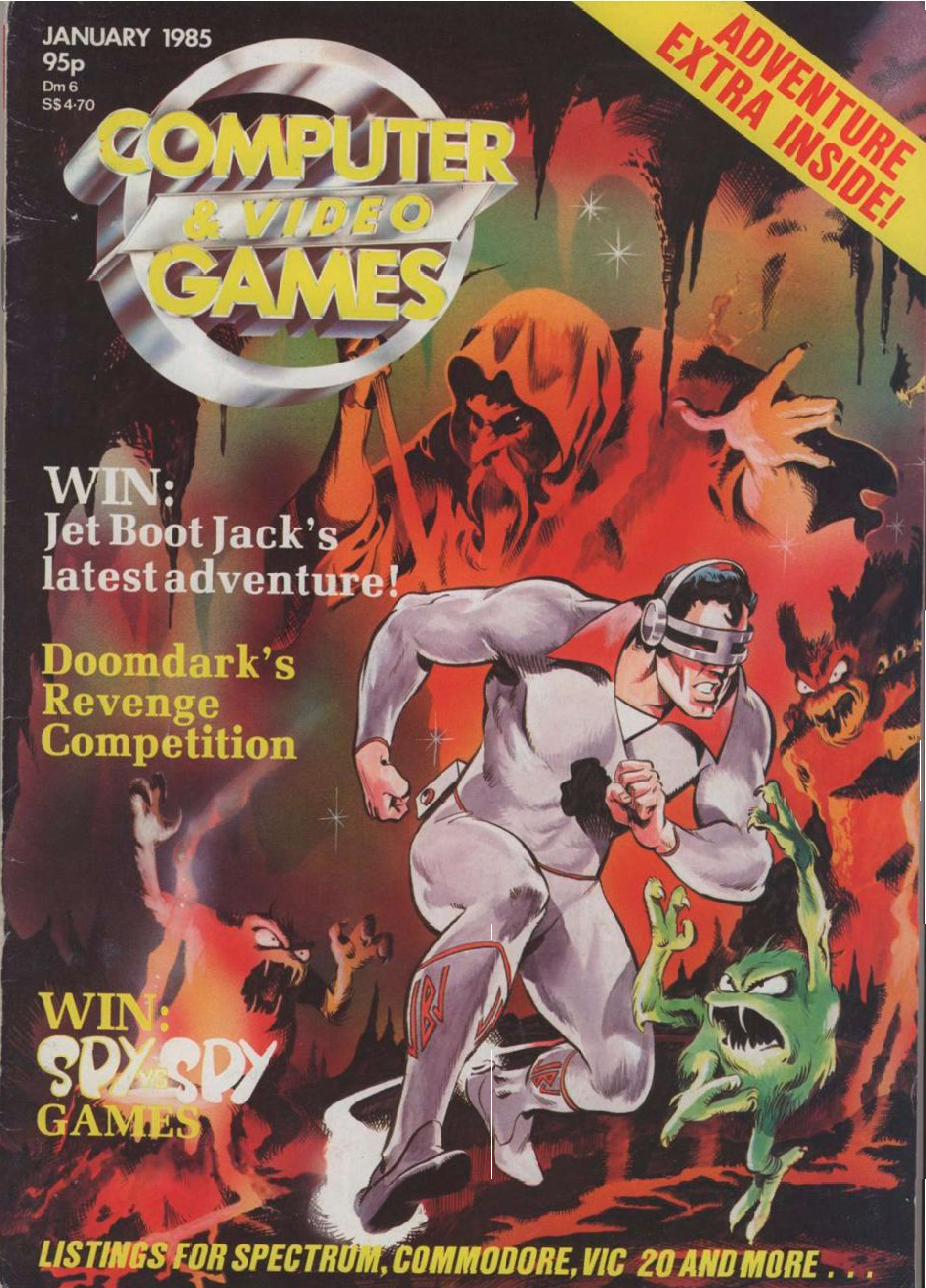
COMPUTER & VIDEO GAMES

ADVENTURE EXTRA INSIDE!



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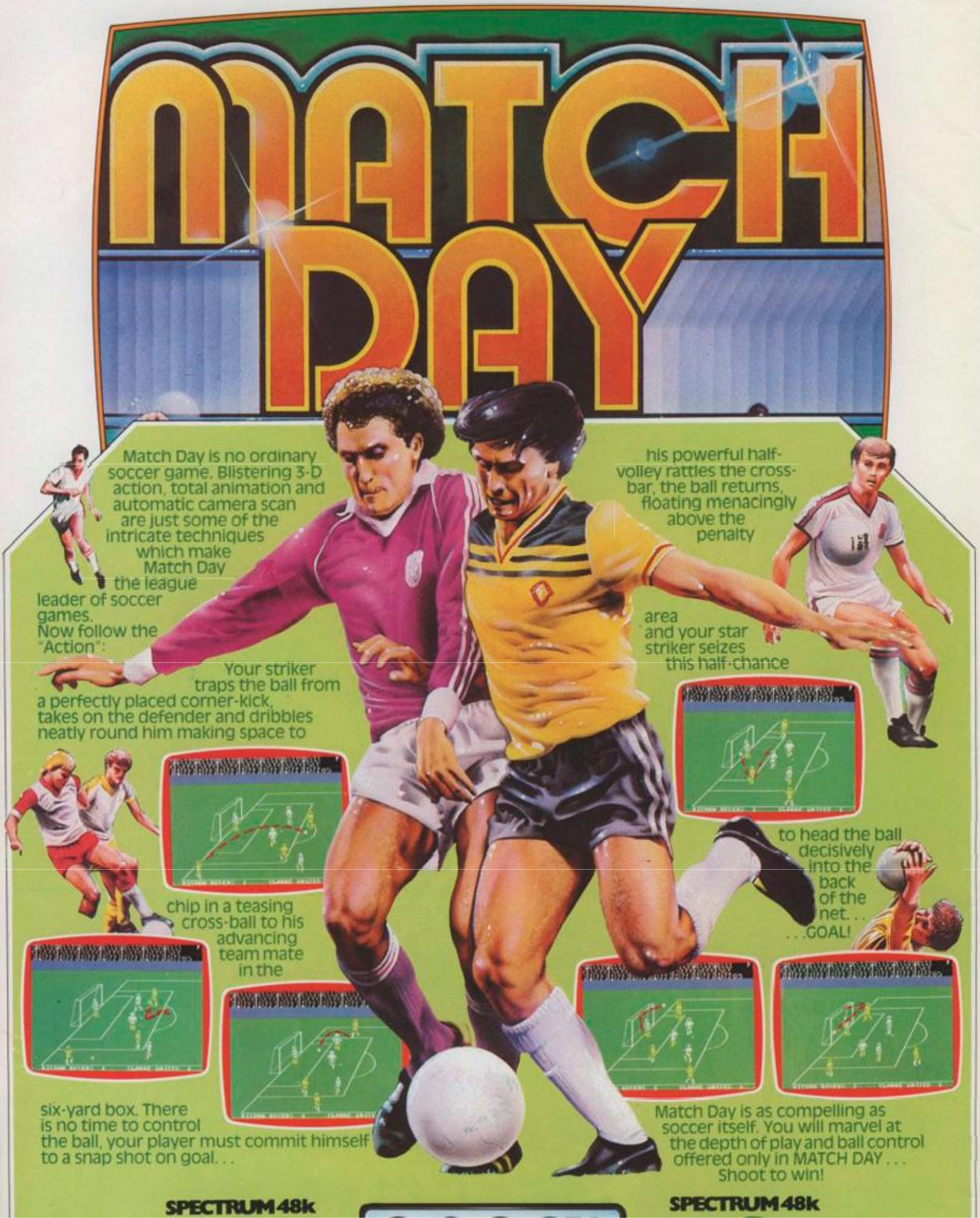

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BY DAVID CRANE
COMMODORE 64

Game of the Month
GHOSTBUSTERS

No man's land

ORIC/ATMOS

ORIC/ATMOS

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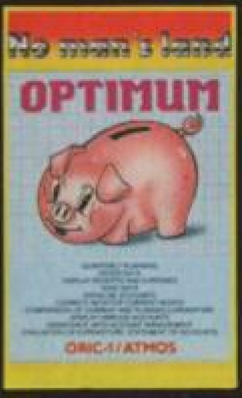
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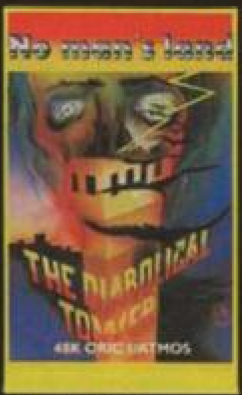
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0514 THE DIABOLICAL TOWER (adventure). The Diabolical Tower has 60 floors, each one fraught with danger. Your mission is to seek out the treasure. £ 8.50

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MULTI FILER
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0510 MULTIFILER (business). A powerful programme for creating files. Choose your own criteria adapted to your requirements. Rapid sort and search features in machine code and possibility of memorising over 30000 characters. Extremely simple to use. £ 14.95

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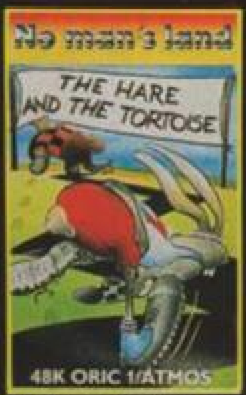
0463 PANIC (action). Catch the marauding apples by setting traps. 6 levels. £ 6.95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THE HARE AND THE TORTOISE
48K ORIC 1/ATMOS

0515 THE HARE AND THE TORTOISE (education). A game for 3-8 year olds to teach the notions of right, left, up, down and counting. The hare and the tortoise decide to race. Who will win? The level of difficulty is adjustable to the child's ability. £ 8.50

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GETTING TO GRIPS WITH THE BUGS

Dear Sir,
That fantastic game called *Dive Bomb* in August's issue was excellent apart from a few bugs. But I think I managed to sort our something about it. The bugs were in lines 720, 1360.

In line 720, to make things easier, write: 720 IF K=32 THEN 800. That means you can now use the space bar to drop the bombs. And in line 1360 it should read: 1360 X=Q and not X=G as was printed.

If you add the following line, the sound will work: 1445 RESTORE 1480.

Roy Robinson
Canterbury
Kent

RETURN TO SENDER? ADDRESS UNKNOWN!

Dear Sir,
I recently purchased two games from a company calling themselves Euro Byte. The games were titled *Chain Reaction* and *Games Designer*. The company came unaddressed, most likely because the software which they produce is such scrap that it probably embarrasses them to admit to ever knowing about it. I purchased the games at a stand at a radio show.

Needless to say, I couldn't return them because the stand at which I bought them also came unheaded. The price label on the front of the cassette said £7.95 but the men selling them said they were at a reduced price of £4.00.

I would like to warn everyone of my experience. The *Games Designer* was just a sprite designer and a very poor quality one at that and *Chain Reaction* was like a very bad example of a magazine program. The controls hardly even worked on either of them. So I would like to warn everyone — don't buy Euro Byte Software at any price.

Mark Wylie
Renfrewshire
Scotland

SCROLLING ALONG ON THE BEEB

Dear Sir,
Could you please help me to solve a problem of mine? How is it possible to scroll the screen in mode 2 on my BBC B from a given length on the horizontal axis going right to left? Oh, yes could you tell me the easiest way to disable the control/break effect?

Darren Virgon
Whickham
Newcastle upon Tyne

Editor's reply: Buy the book Acornsoft called *Creative Graphics*. Look in the VDU + * FX commands section of your user manual for the break/disable command.

A SADE GROUPIE WRITES IN!

Dear Sir,
Lord, who is interested in the Thompson Twins? I just want to see SADE!!

Thomas W Casten
Darmstadt
W Germany

Editor's reply: Don't we all Thomas! Anyone else with a favourite computer related pop group/star they'd like to see?

MORE ANTICS WITH ANT ATTACK

Dear Sir,
In response to Christopher Hester (*C&VG* Sept), I can score 49,877 on *Ant Attack* and also agree with him about how easy *Ant Attack* is. I can literally glide through the city and know its buildirngs and positions in the city off by heart.

Another tip for adventurers, although a bit useless. There is a network of passages inside the squarena that seem to serve no purpose in life. These passages can be accessed by standing on the girl, who in turn, must be standing on an ant. The entrance is the square hole in the wall round the back, opposite the crypt.

Another fact — the crash on *Pac-Man* that prints half a maze and a full character set happens after the 256th screen due to the fact that *Pac-Man* has only an 8-bit CPU.

Andrew Myles
Stirling
Scotland

INTRODUCING — TOP OF THE SHOPS!

Dear Sir,
Last time the heading was Top of the Flops, but a balance should always be maintained so I would like to express my sincere thanks to Audiogenic, of Reading, for their prompt service, since in my opinion it does positively put them top of my Top of the Shops list.

After posting an unsigned cheque (yep, I'm getting forgetful in my old age), Audiogenic's superb staff not only returned the cheque for signature, but once it was delivered to them a second time they then despatched the goods so promptly that they were handed to me, by our postman, within ten days of the original posting. Sure this must rate as a record for customer relations?

E Le Marquand
Channel Islands

GO TO WORK ON THAT EGG!

Dear Sir,
Upon hearing that Scott Adams' Adventure were to become available for the Spectrum, I waited avidly for them to arrive on the shelves of our local stores. Having played Scott's games before on various friends' computers, I was very eager to play some on my own micro.

However, after shelling out the sum total of my elfin gold, I must say I was not impressed with Scott's latest effort, *The Hulk*.

Although graphics are fair, I must say in all honesty I've seen much better. The graphics "off" switch fails to work either on its own or in combo with any others.

The game is badly mapped. Going north from the field sometimes puts you in a room with an egg and a jewel. At this point you are allowed one turn before the eggs blows up. If you are not the Hulk when this happens, you are dead. If you are the Hulk, the egg blows up taking the jewel with it. Also there is no apparent means of escape until poison gas gets into the room and kills you. Believe it or not, you must type quit to start again if you are dead.

Also, the game doesn't always recognise words which have been used before. On one occasion I had to type in "bite lip" five times before it was recognised.

When comparing it to games such as *Pyramid of Doom, Ghost Town, Savage Island, Voodoo Castle* etc, it just does not rate.

My final comment is that if I had known then what I know now, nobody

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would have been able to pay me enough to take the *Hulk* off their hands!

D G Hodgson
Putney
London

Keith Campbell replies: You seem to be describing two separate problems, Mr Hodgson. If the graphics OFF switch fails to work and your correctly typed commands are intermittently unrecognised, then it would appear that you have a faulty tape and you should return the original to the supplier, asking for a replacement.

But it is no good complaining about the egg blowing up (whether or not you are *Hulk*).

An Adventure game is a series of puzzles and the whole point of playing an Adventure is to solve it! This is obviously one that you must bend your mind to a little harder — perhaps around breakfast time you might see things a little more clearly!

SETTING THE RECORD STRAIGHT

Dear Sir,
I write concerning a program listing published in the July edition of *C&VG* entitled "En Avant" for the Atari.

The program was wrongly credited in your magazine, as it was written by me.

I have already written on this subject and made three telephone calls to your office, but to date no correction has been printed.

Malcolm Booth
Rotherham
South Yorkshire

Editor's reply: Sorry Malcolm. But Atari owners everywhere liked your game!

FIDDLING WITH FORMATS

Dear Sir,
After reading Tony Dolman's letter (*C&VG* June), one of my friends made up a difficult *Space Invaders* program. In this game, when you reach 500 points, you get a bonus man. He then saved it using Tony's special format. However, when another friend played the game, he easily got 500 points, only to be prompted by an error report, incorrectable because of the run-only format.

If this has happened to anyone else, you might be interested to know about my format. The program automatically runs, but you can break/system reset into the program to modify it or correct any errors. Here's how:

When saving type: SAVE "C:filename" and press return. Continue normally. When loading, type RUN "C:filename" and press return. Continue normally. N.B. Will not work on a disc drive.

Karl Fitzhugh
Rectory Farm
Northampton

PIRACY KILLS SOFTWARE — 1

Dear Sir,
I was reading the micro ads in your June edition. While reading these ads, I saw an ad saying it was illegal to duplicate or sell copyrighted software. Well, if this is true, my friend and I would like to inform you we have over $4,000 worth of illegal software which I am pleased to say I'm quite proud of.

The reason for pirating these games is the fact that games are too dear these days. Therefore we wait for someone to buy a game and then copy it for ourselves. After this, we sell more copies to other kids for cheaper prices and the kids that buy the games get a good deal!

So your ads are completely wrong as it is legal to sell and copy any software available to us. All you kids over there with CBM 64s wake up and start your own pirate club like ours as you save a hell of a lot of money.

Andy McTaggart
New South Wales
Australia

Editor's reply: I'm not sure about the price of games in Australia, Andy, but what I do know is that piracy kills software companies. How would you feel if you'd spent over a year programming a game, paying for duplication, cassettes, advertising and packaging only to find you couldn't even break even because people were ripping off your game? By ripping off games, you could be putting out of business the people who bring you the games. One day you could wake up to find all the independent software houses out of business and no games left.

PIRACY KILLS SOFTWARE — 2

Dear Sir,
I am writing in response to the article in your June edition on software piracy. I have noticed that in the April edition of *Your Computer* a back-up copier for the Spectrum was printed in its listing section. Surely if software piracy is to be stopped, a tighter measure should be taken to stop things like this happening.

James Ledwith
Wigan
Lancs.

STUCK UP A BEANSTALK!

Dear Sir,
I have recently bought *Jack and the Beanstalk* from Thor for my Spectrum. After much frustration, anger and fistbanging I eventually conquered the first screen. The problem is that I can find no way of climbing the bricks on screen 2 and so I am stuck on this level. Not forever I hope!

Jonathan Funnell
Trowbridge
Wilts

Editor's reply: Well, can anyone help Jonathan with the giant?

FREE GAMES — FREE FOR ALL?

Dear Sir,
I am writing in protest of your system giving away free games. This is indeed a good idea, but I find its implementation leaves a lot to be desired. In particular I would like to point out that this system of giving away free games to the first x number of entries is biased.

I for one live in the North West of England. Therefore, my entries to such a competition do not have the same chance of winning as, say, an entry from London. A recent example is that of your Star Bike competition.

Garry Tan
Bury
Lancs.

Editor's reply: Thank you for your comments, Garry, but we stopped this system of giving out free prizes several months ago. All our competitions are open for one month to everyone. At the end of the month, the entries are jumbled up and the winners picked at random.

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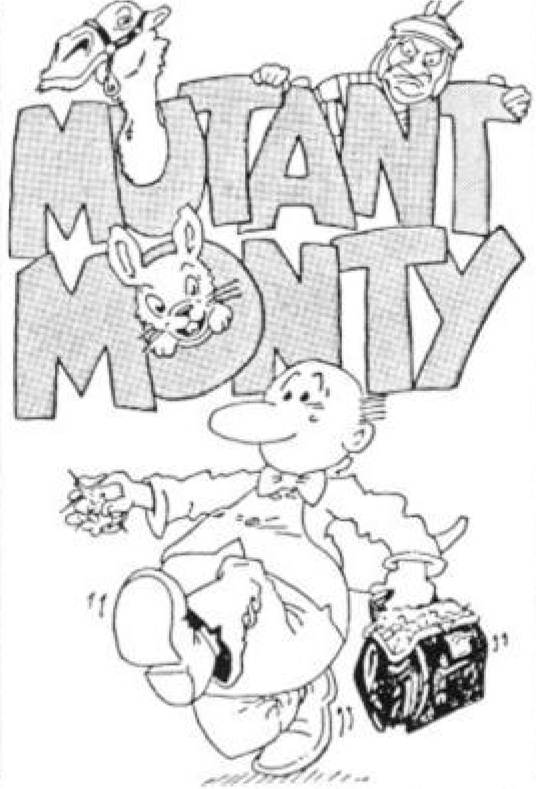
PRESENT A NUMBER 1

SMASH HIT!

PRESS RELEASE

Mutant Monty

This puzzle proves to be positively perplexing and perpetually pleasing to posers, presenting persistantly provoking problems; providing profuse pleasure and producing a palliative or placid panacea to people possessing a propensity for persistance, patience, perspicacity and painstaking propensities.



A pleasurable pantomime with Monty participating in a penetrable panoply of puzzles, parading particularly pleasurable patterns panning paramilitary paraphernalia, performing pulsating perilous peptic projectiles in perfunctory profusion.

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An arcade adventure worthy of comparison with 'Jet Set Willy'.

ARCADE

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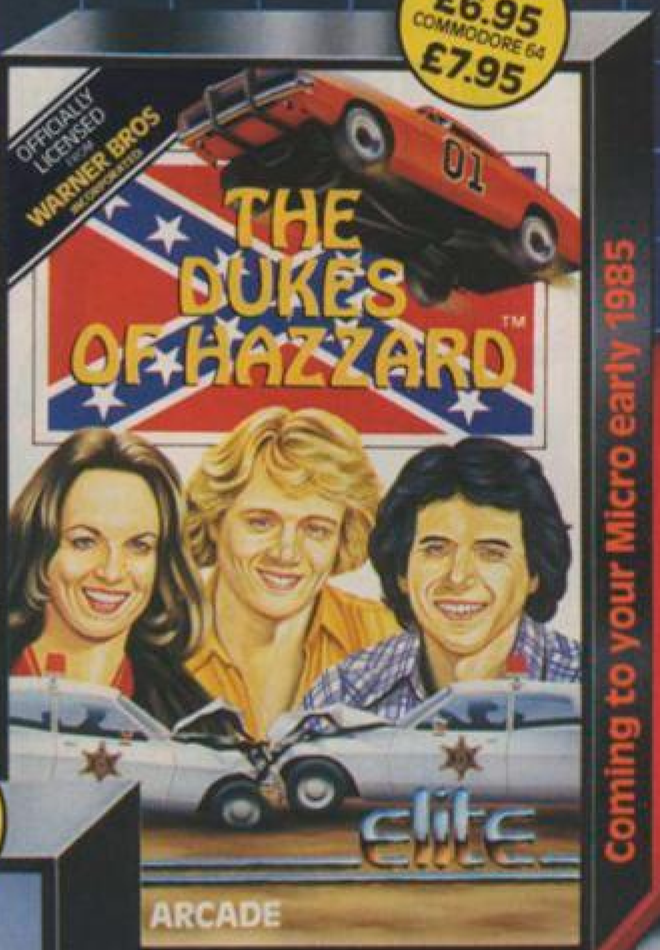
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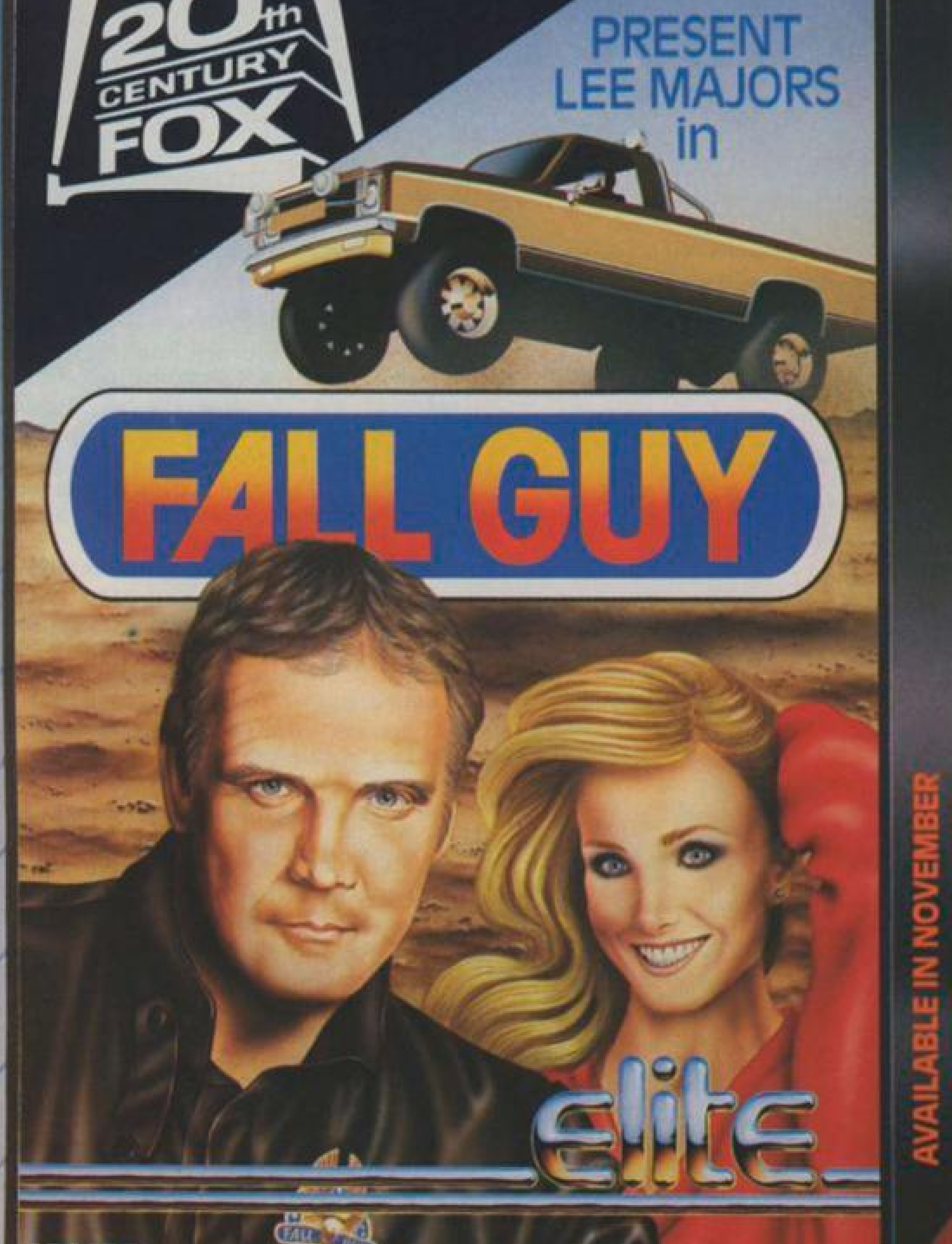
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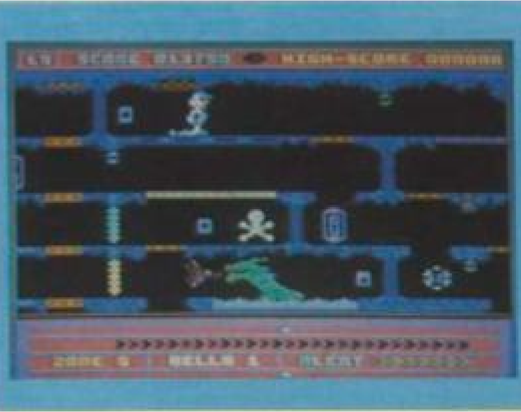
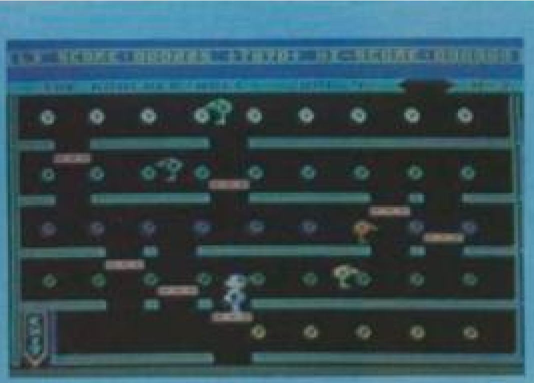
LEGEND OF THE KNUCKER HOLE

English Software's new game is based on a real legend. The Knucker Hole actually exists in a place called Lyminster in Sussex. The legend has it that a dragon lived in the hole and nipped out from time to time to ravage the countryside. The King of Sussex offered the hand of his daughter in marriage to the man who could kill the dragon. A wandering knight came along, took up the challenge and killed the beast. He married the King's daughter, settled down in Lyminster and his gravestone can be found inside the local church. The word Knucker is an English version of the Icelandic word *nykur* which means water-horse or dragon. So now you know!





Once upon a time, long ago — or could it be happening right now in a different dimension, who knows? Anyhow stop checking your timepieces, the only thing that really matters is that a dragon is terrorising a once peaceful kingdom and the ruler of the kingdom has done the traditionally accepted thing and offered this daughter's hand in marriage to the person who can rid his kingdom of the dragon who hides out in a place called the Knucker Hole — a mysterious cavern.

News has reached our hi-tech hero Jet Boot Jack, the man with those super Jet Boots, and he has decided to take up the challenge.

Jack has approached his friendly local neighbourhood wizard who has agreed to give him a hand if he can retrieve the Six Bells of the Holy Tower hidden in the Knucker Hole.

In return, the wizard will supply Jack with some special Dragon poison and a brand new pair of Jet Boots to help him in his quest.

Now, this is where YOU come in! English Software has given us 50 copies of this latest arcade adventure game featuring Jet Boot Jack. You could soon be the envy of your friends if you enter our exclusive Legend of the Knucker Hole competition.

All you have to do is answer the three simple questions below, fill in the coupon and mail it to *Computer & Video Games*, Legend Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal *C&VG* competition rules apply and the editor's decision is final.

THE QUESTIONS

① There's a very famous bell in America called The Liberty Bell — there's something very wrong with it. What?

② What is the name of the nasty dragon featured in *The Hobbit?*

③ People who enjoy bell-ringing are called: a) Philatelists? b) Taxidermists? c) Campanologists?

C&VG/ENGLISH SOFTWARE
KNUCKER HOLE COMPETITION

My answers are:

1 ....

2 ....

3 ....

Name..

Address ....

....

....

THE GAME

If you remember Jet Boot Jack's first game, from English Software, written first for the Atari but now going down a storm on the Commodore 64, BBC and Electron too, then you'll know that you can expect plenty of action in the sequel, *The Legend of the Knucker Hole.*

It's a big game with multiple-screen play. There are both horizontal and vertical maze-like screens or "zones" full of traps, hazards, dead ends, elevators — and we musn't forget the Kangarats!

Legend of the Knucker Hole has so many features that we could spend a page describing them — but it's much more fun discovering them for yourself.

The player can also decide which "zones" of the game he or she wishes to play — but this is recommended only when you've really got into the game! You can even extend the Kangarat Kavern into a 16-screen game within a game should you so wish.

There's a high score table too and a really nice "reward sequence" if you manage to finish off the Dragon and rescue all the Bells.

Commodore 64 owners won't want to miss out on this game or our exclusive competition!

.......STOP PRESS.....THIS FABULOUS NEW GAME IS NOW FEATURED IN THIS MONTHS.....COMPUTER & VIDEO GAMES.....**HALL OF FAME**....

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Eddie Kidd
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If you've ever wondered how it feels to be Eddie Kidd... defying danger and gravity, soaring on a motor-bike over a long line of cars ...here's your chance to find out!

This fabulous new game – Jump Challenge – has been produced for you by Martech, with a lot of help from Eddie himself.

At the age of 12, Eddie Kidd was jumping over oil barrels on a bicycle. At 18, he shattered the world record with his astounding leap of 190 feet – clearing 14 double-decker buses. Can you match his skill, courage, control and ice-cool nerve? Jump Challenge will show how you compare with the King of Motor-Cycle Stunts!

Just like Eddie, you'll start by trying to clear barrels on a bicycle... gradually working up to attempting Eddie's daring leaps which have thrilled millions around the world!

- ☐ 100% machine code
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- ☐ scoring system – for successful jumps
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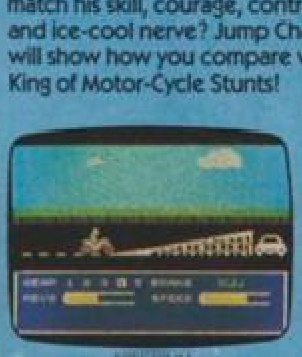
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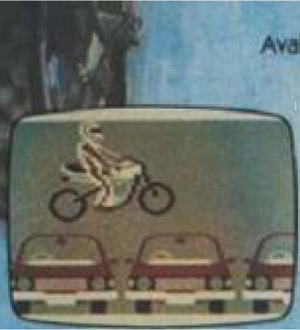
SPECTRUM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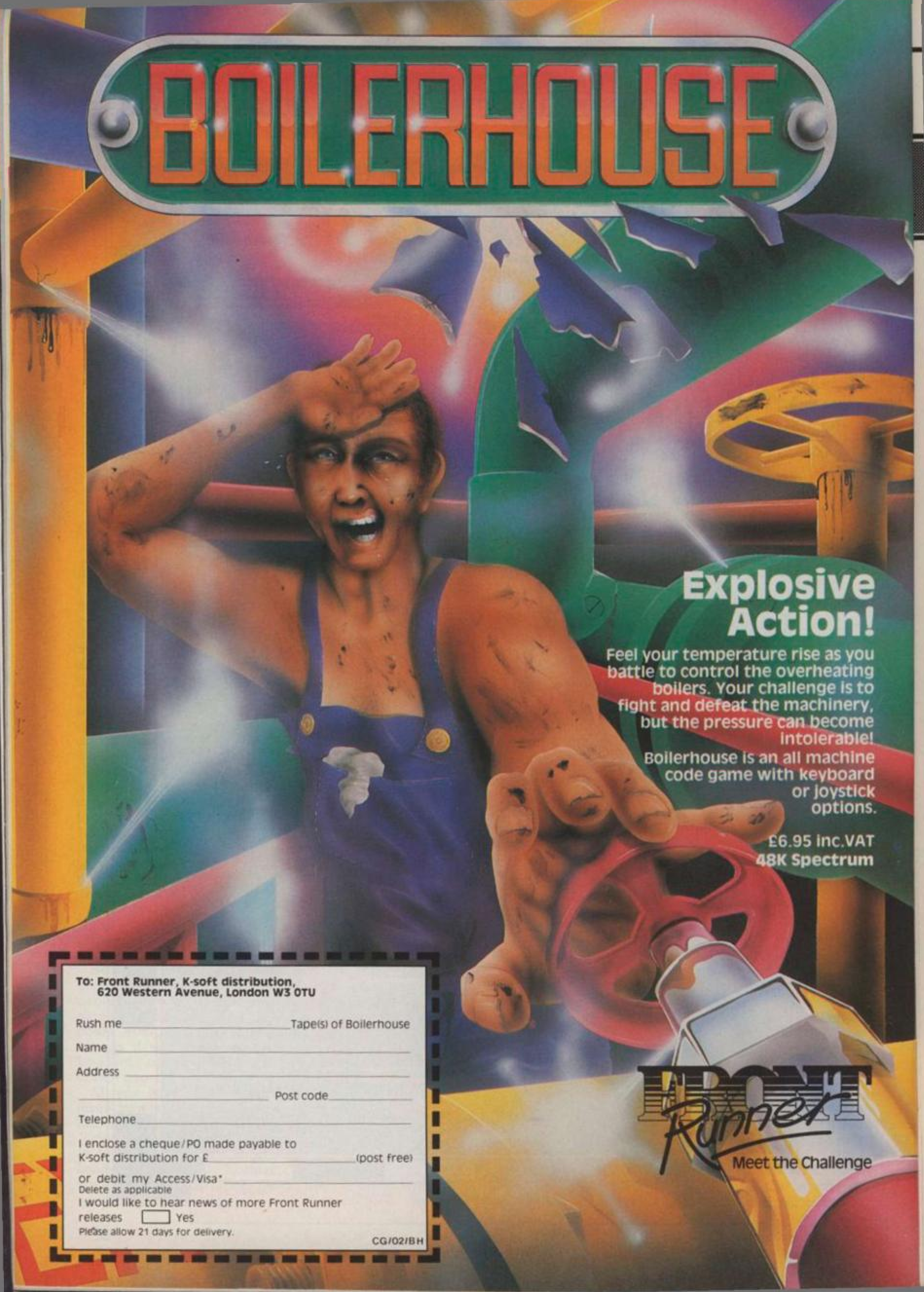

Explosive Action!

Feel your temperature rise as you battle to control the overheating boilers. Your challenge is to fight and defeat the machinery, but the pressure can become intolerable!

Boilerhouse is an all machine code game with keyboard or joystick options.

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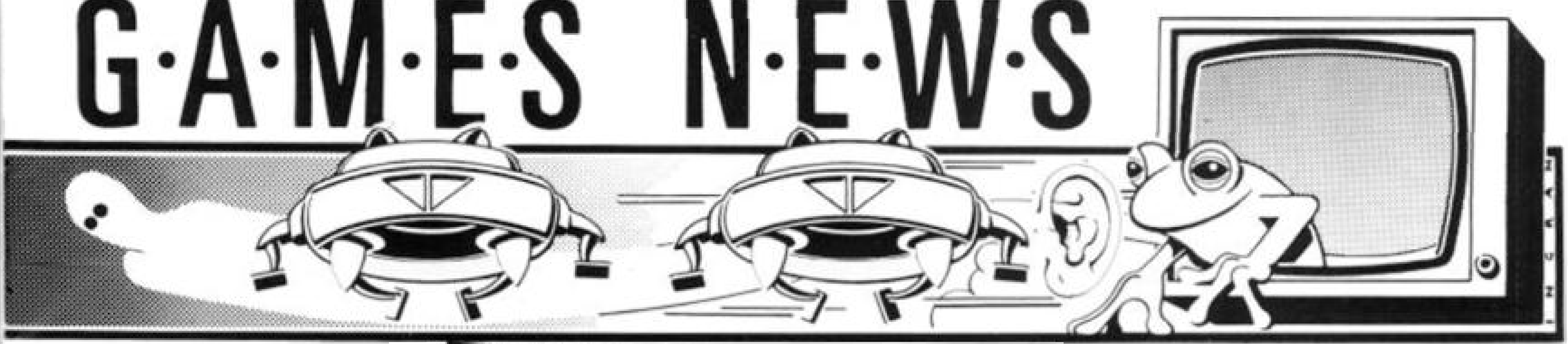
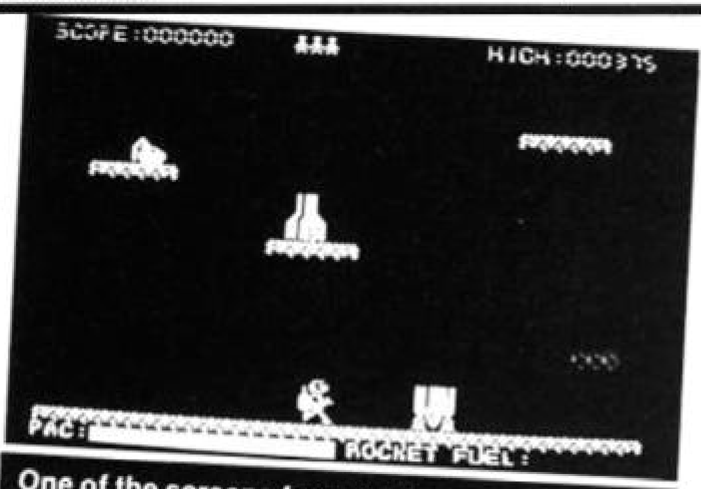


JET SET!



One of the screens from Jet Set

"So what's a game as old as *Jet Pac* doing in my hot-off-the-press and up-to-the-minute copy of *C&VG?*", I hear you ask.

In case you've forgotten, *Jet Pac* was the game which launched Ultimate on its way to stardom, being the company's first release for the Spectrum a couple of short years ago. So why mention it again.

"Well, take another look at that photo. Are you quite sure that's a Spectrum? Actually, someone's written the game for the Commodore 64.

It's almost exactly the same as the Spectrum version, though *Jetman* has a little more colour. The aliens are still there and, although they have more colour than on the Spectrum, they do move a little more jerkily.

The idea is to build your space rocket and explore the different planets. Then, collect enough fuel to fill the ship and take off for your next mission. So where did we get it? And who wrote it? Well that would be telling, wouldn't it.

FIGHTER PILOT

TAKE OFF WITH THE 64!

Digital Integration's best selling and highly acclaimed Spectrum flight simulation program has now been converted for the Commodore 64 computer.

All the features that made *Fighter Pilot* such a chart success have been included plus exhilarating new sound effects for even greater realism.

With real cockpit view and *highly realistic 3D air-to-air* combat, Fighter has become a yardstick for flight simulations on the Spectrum.

The game is available from Digital Integration in mid-November and will cost £9.95 and £14.95 on disc.

DOWN THOSE MEAN STREETS

KUMA

True to style, Kuma have been quick off the mark with their latest releases for MSX and Amstrad machines, all at competitive prices around the £5.95 mark.

Of their 30-odd MSX programs, 15 are games. The latest are *Star Avenger* (already available for the Sharp 700 and Amstrad), *Stop the Express, Niga* and *Mean Streets.*

The latter involves the hassle of trying to get to work, and the kind of characters you encounter on the way, including a glue sniffer, a Tory politician, a Liberal candidate and a social worker.

Other MSX games include *Driller Tanks, Binary Land, Fire Rescue, Eric and the Floaters, Dog Fighter, Hyper Viper, Coco in the Castle,* and *Cribbage* — a card game. There is also a non-violent simulation game called *Hold Fast.* "To make people think, instead of just shooting," says Day. For chess fans, *Superchess* is available for £8.95.

The company will wait and see how distribution goes for MSX disk drives before putting these games onto disk, and even if it goes well, Kuma won't do this before the New Year.

Meanwhile, they have released five games for the Amstrad, namely *Fruity Frank and Star Avenger* both at £6.95, *Hold Fast* and *Galaxia,* both at 5.95 and *Gems of Stradus* at £7.95.

***Fruity Frank* is an unfortunate creature who is trying to pickle his fruit in peace, but keeps being attacked in the supposed privacy of his own garden by strawberry monsters and attacker plums.**

In addition, Kuma has released a simulation game for the Commodore 64 called *Stock Market* based on the London Stock Exchange. It's available now for £6.95.

Lastly, Amstrad owners may be glad of a book to help them along. "The Amstrad Explored" by John Braga is published by Kuma at £7.95 and covers animation, graphics, music, use of assembly code, character sets and sample programs.

UNDERWEAR OR SOFTWARE?

Instead of seeing piles of jumpers or mountains of knickers the next time your mother drags you round *Marks and Spencers* on a big pre-Christmas shopping expedition you may well catch a glimpse of *M&S's* new range of computer games.

All the games have been written for the 48K Spectrum, The three titles are *Start to Program, Games Pack* and *Games Maker.*

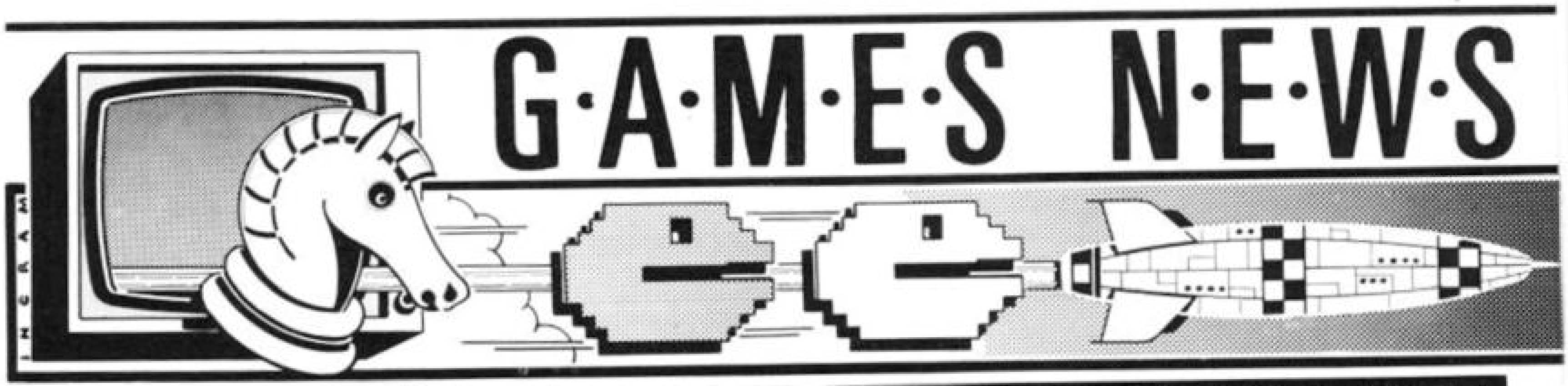
***Start to Program,* as the name suggests, is an introduction to the art of computer programming. The program gives a step by step course explaining each separate concept. Keyword and programming technique needed to make full use of the Spectrum's potential.**

***The Games Maker* is a sophisticated game which allows you to design your own games software without having any prior knowledge of machine code or even Basic programming.**

The last package, *The Games Pack,* is the usual collection of old hat games that turn up regularly in this type of collection.

The games will only be available from a few "test stores" for the time being but in the New Year *M&S* are hoping to extend their software to other stores around the country.

G·A·M·E·S N·E·W·S



THREAT TO THE PRICE WAR?

The present price war raging in the low price end of the software market may be turned on its head by a new games rental scheme.

Wildest Dreams, a newly formed Coventry software house, are to produce ten new games for the Spectrum and Commodore 64, but for rental only. The range includes *Rats and Circus* for the Commodore and *Castle Quest, Warp Factor 6* and *Laser Bike* for the 48k Spectrum. The games have been acquired by Wildest Dreams from PSS.

The programs will be available from most software dealers and video rental shops. Rental charges haven't been fixed but should work out to be around 50p a night.

A spokesman for Wildest Dreams said: "We are hoping that these games will produce a clear-out in the low price software market". He added: "Our product is far superior and will precipitate a rethink in budget priced games."

Wildest Dreams are hoping that other software houses will participate in the rental scheme in the New Year. For further details contact Wildest Dreams on (0203) 663085.

MASTERTRONIC'S THRILLER

Chiller, Mastertronic's best selling game, is the centre of a storm surrounding the backing music used in the program.

Rocksoft, a company set up to protect music publishers and their copyrights, tried to force Mastertronic to withdraw the game because the backing music bore a remarkable resemblance to Michael Jackson's best selling single _'Thriller'_.

Rocksoft issued a statement to the computer press which said that Mastertronic had withdrawn _Chiller_.

Mastertronic firmly denied this claim and their chairman, Frank Herman, said: "It has been brought to our attention that the computer sounds produced in this program are similar to the muisc copyrighted by Rondor Music called _'Thriller'_. Therefore we have agreed to negotiate a royalty in respect of this, and to use different music in future production runs."

WATCH OUT FOR THE CADCAM WARRIOR

Amstrad owners will have six more games to choose from thanks to Taskset, the software company based in the depths of Bridlington, Yorkshire.

The games include _Super Pipeline, Poster Paster,_ and _Jammin',_ the latter being quite essential if you're into reggae. You may recognise these titles as having been available on the Commodore 64 before now — they did so well that Taskset decided Amstrad owners should get a chance to play them too. The games all sell for £6.90.

However, Commodore 64 owners haven't been forgotten. _CADCAM Warrior_ came out in time for Christmas, an unusual and complicated game based around a Computer Aided Design (CAD) exhibition. This one is more expensive at £9.95 for the tape version (£12.95 for the disk) but promises not to bore you to death.

The instructions come in French and German as well as English, so those of you brushing up on your languages may find this useful.

Taskset are best known for their Commodore 64 games. Their eighth for this machine is _Super Pipeline II_, due for release this month.

DESIGNER OF THE MONTH

NAME: Derek Brewster

BORN: Durham, 1958

GAMES: Jasper, Code Name MAT, Kentilla and Pac-Man

Derek Brewster's programming career started on a computer that's a million miles away from his present machine — the Spectrum.

He first encountered a computer while studying geo-physics at University. The first game he ever played was called *The Colossal Adventure* which ran on the University's huge mainframe computer.

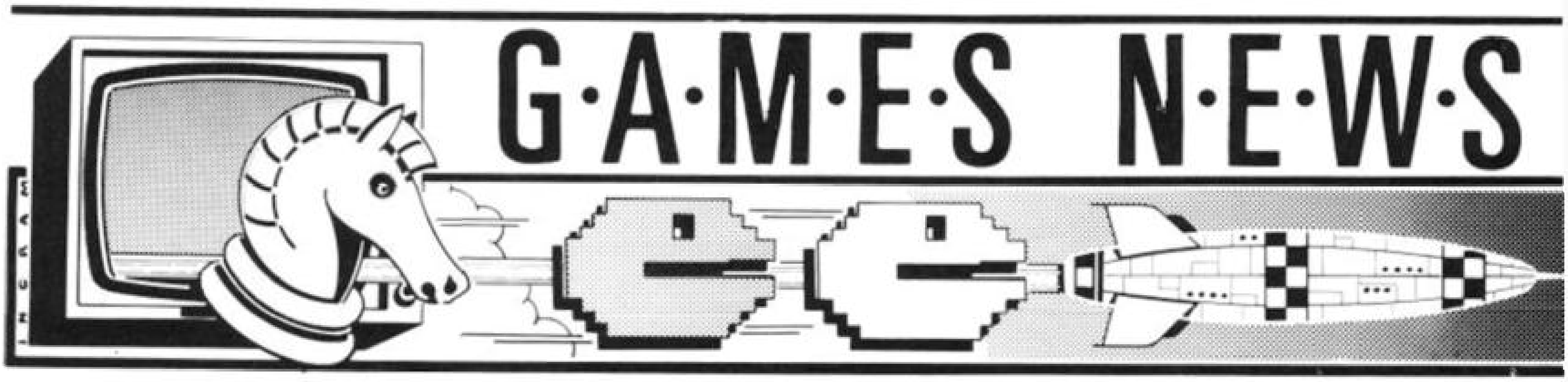
During his three years at college he wrote an adventure game of his own on the mainframe, which he admits wasn't earth shatteringly brilliant. However, Derek bought a Spectrum as soon as it was released and began writing in machine code.

When I asked him how long it took him to learn machine he replied that it took him only one day, but he added, "Machine code is very easy to learn. But you never stop learning".

Derek has worked for several companies during the past few years, including Quicksilva, but is happily settled at Micromega. And with a string of hit games behind him he looks set for even more success in the future.

Favourite Food: Pizza.
Favourite Drink: Bitter.
Favourite TV Programme: I'm not sure. I don't watch much television but I suppose it must be *Star Trek*.
Favourite Computer Game: *Lords of Midnight* from Beyond Software.
Pets: A tank of tropical fish.
Countries Visited: France, Monaco, Yugoslavia, Denmark and Greece. Paris is easily my favourite city.
The thing about computing that makes me want to throw up: All the hype that has preceded the launch of the Japanese MSX computers.

Ever wanted to know all about your favourite programmer? Then why not let us know which programmer you'd like to see profiled in this spot?
profiled in this spot?



G·A·M·E·S N·E·W·S

AVALON'S NEW LORE LORD!

Well, we shouldn't have opened our big mouths so soon should we? In our review of *Avalon* we said that it would take ages for someone to solve it. We were wrong — who said not for the first time? The person who defeated *Avalon* is Chris Hoare from Ventnor on the Isle of Wight.

The people beind the myth of Maroc the wizard and his quest, Hewson Consultants, have organised a presentation for Chris at their Abingdon HQ — and we'll be bringing you more news of the new Supreme Lore Lord next issue. In the meantime the rest of you have some catching up to do!

PHONE THE MICRO-LINE

The country's first phone-in computer information service has been set up in Bradford to provide a weekly update on all the news that has happened in the micro computer world.

Computer owners who dial Bradford 722622 will hear a three minute recorded message detailing all the latest news on new hardware, software and all developments in the industry.

The contents will initially be about what's new in the computer world, new concepts and new ideas as well as the nitty gritty of hardware and software.

The contents of the message are to be updated at least twice weekly.

The message is aimed at the rapidly expanding home computer market and is supplied by "Information Unlimited".

CONAN THE DESTROYER

Conan the Barbarian, the fearsome warrior recently brought to life in the film *Conan the Destroyer,* is to be the central character of a new American adventure game.

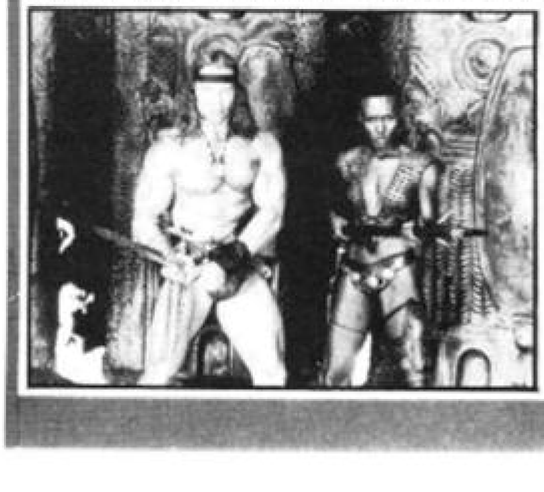
Conan was created in a series of books written by Robert E. Howard and has featured in hundreds of other books, comics and two full length feature films. So it's no surprise that Datasoft have bought the rights to use the character in a forthcoming game.

The game is a multi-screen graphical adventure, similar to Bruce Lee, in which you must guide Conan through ancient castle chambers slaying vicious glowing flame monsters, fierce dragons and a whole army of demonic creatures. The player must use the power and swiftness of a sword to defend himself against the horrors if Conan is to succeed in his quest for wealth and glory.

Following along the film to computer game theme, US Gold are also importing an arcade game called *Indiana Jones and the lost Kingdom* written in the States by Mindscape Software.

The game contains six screens of enthralling action based on the two films, *Raiders of the Lost Ark* and *Indiana Jones.*

The game comes with the least of instructions and hints. You are given the loading instructions and a brief introduction to your character and a description of the objective of your mission.



Geoff Brown of Centresoft said of the game. "The graphics are incredible. Indiana Jones is one of the best American titles".

US Gold are also launching a whole new range of software in the New Year called All American Adventures. The company have decided to concentrate less on arcade style games and try to import some of US's most popular and challenging adventures.

The company who will be spearheading this assault on British adventurers is Infocom. Already famous in this country for games like the *Zork Trilogy, Infidel* and *Stranded,* their new series of games, includes *The Hitch-Hiker's Guide to the Galaxy.* All the games will be repackaged and repriced at around the £10 mark.

Due to the high complexity and length of some of the programs, many of the games will only be available to Commodore owners on floppy disc.

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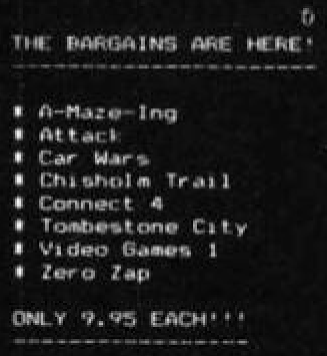

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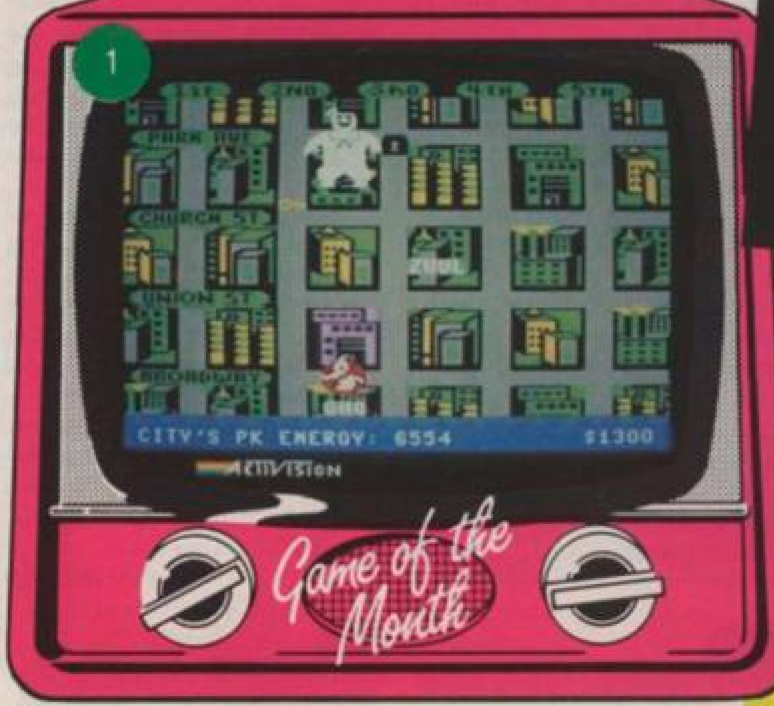
GHOSTBUSTERS
BY DAVID CRANE
COMMODORE 64
ACTIVISION

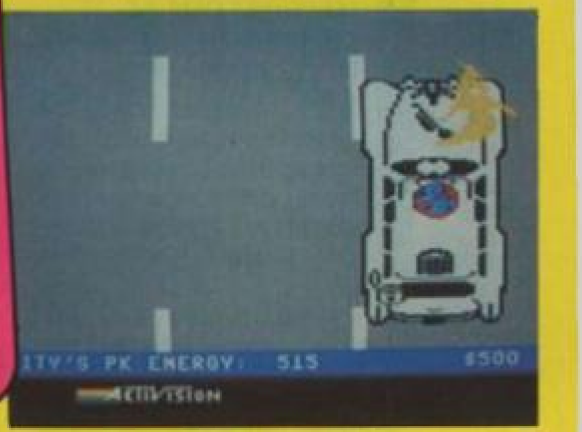
1 GHOSTBUSTERS

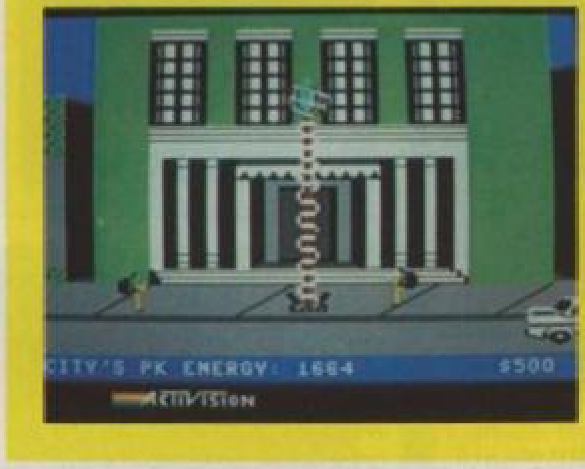
MACHINE: CBM 64
SUPPLIER: Activision
PRICE: £10.99 (cass.)
£19.99 (disc)

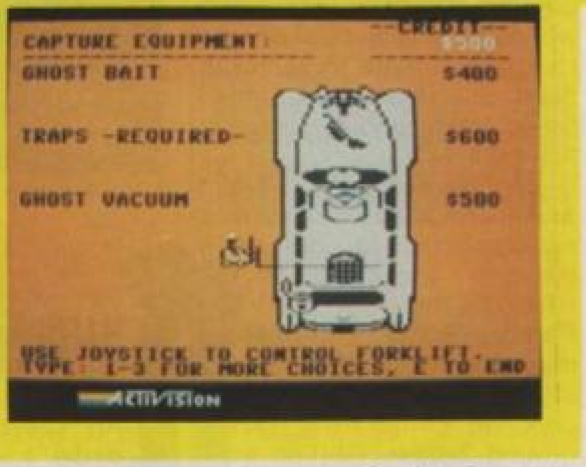
BUG HUNTER
WARNING

Reading this review may seriously affect your enjoyment of the film!









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In the screen: The Marshmallow Man Comes To Town! Bottom left: A ghost disappearing into the trap. Top right: Even driving along you can swallow up ghosts! Bottom right: Loading up your car with equipment.

Ghostbusters on the 64 closely follows the plot of the film which has just been released in this country.

The game was written by David Crane, the brains behind *Pitfall* and *Decathlon*, two of Activision's other hits.

And I guarantee that *Ghostbusters* the game will be as popular as the film. It's the best I've ever played on a micro. The graphics are superb and the sound, well, the sound is better than anything you've ever heard from a micro. Everyone knows that the 64 has a built-in synthesiser chip, but Activision seems to have mastered its use better than anyone else.

As a Ghostbuster, your task is to rid the city of its paranormal occurrences and to keep the psychokinetic energy as low as possible, ensuring that the ghosts won't return.

As the game starts, the Ghostbusters' logo appears on screen and the computer plays the theme tune. All the way through! And just to make it easier for you to sing along, the words appear on the screen and a bouncing dot guides you through them. Then, when it's time to shout "GHOSTBUSTERS", just press the space bar and the 64 does it for you. The quality of the speech is very good, even though it works without a speech synthesiser.

Now you have to try setting up a ghostbusting business. The bank will loan you $10,000 with which you can buy your car, ghost traps, marshmallow bait and everything else that the modern ghostbuster can't be without.

The more you pay for your car, the faster it will move and the more equipment it can carry.

Once you're all set, you move to a plan of the city. This shows the temple of Zuul and the other buildings. If one flashes red, it's haunted and your services are required. Move the cursor to the building, press the button and you're off. The screen changes to a road race type layout, with a view of the road and your car.

When you reach the scene, you have to lay your trap and activate the negative ionizer backpack, remembering, of course, not to cross the streams.

If you manage to trap the ghost, you get paid and the money is added to your balance. If you don't, you lose a life.

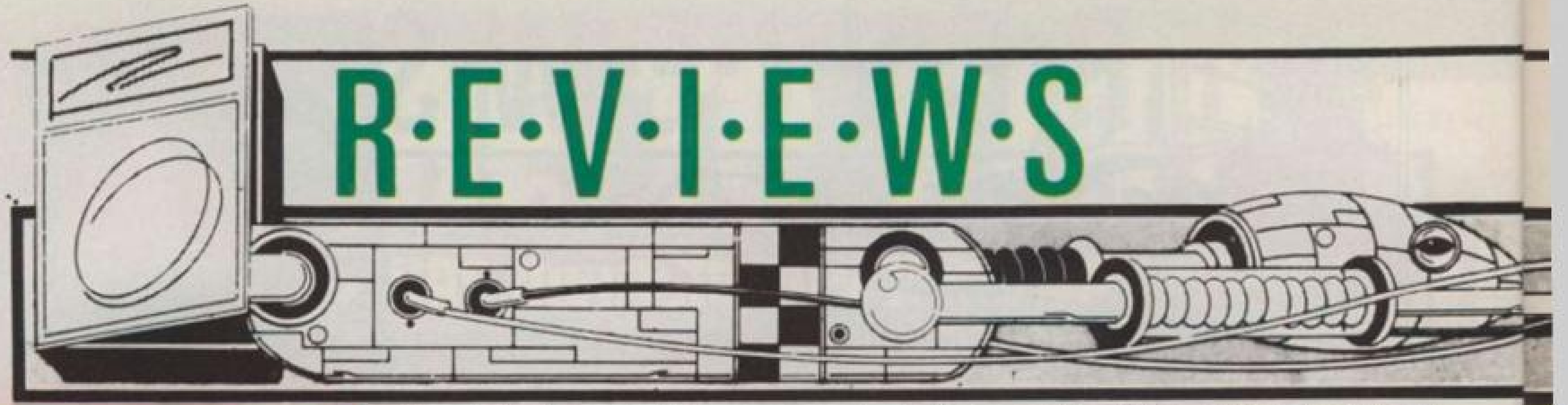
Occasionally, on the city map, a Marshmallow Alert warning will sound and a large Mr Stay Puft man will appear. If you fail to trap him with your ghost bait, then the damage he does by trampling on buildings will be deducted from your balance.

Your final aim is to get enough money to be given an account. Then, you won't need to borrow from the bank at the start of a game. You just put in your account number and the game will recognise you. And this will work on any copy of the game, so if you go round to a friend's house you can use your own account number.

This game is terrific. I saw the film at a preview last month and the game brings it all back to me. You may be confused by everything going on in the game if you haven't seen the film. So my advice is ... see the film and buy the game. You won't regret it.

● **Graphics**	**9**
● **Sound**	**10**
● **Value**	**9**
● **Playability**	**9**

R·E·V·I·E·W·S



The new Spectrum Plus is fully compatible with all 48k Spectrum Software. All Spectrum games reviewed in *C&VG* will run on the Spectrum Plus.

2 CLIFF HANGER

MACHINE: CBM 64
SUPPLIER: New Generation
PRICE: £7.95

It's Christmas and the silly season is with us again. This latest release from those masters of computer graphics is set on various mountain passes.

In front of you the road snakes away into the distance, where lurks a sneaky bandit. Sometimes you'll be able to see him coming towards you but, when there's a twist in the road, you'll have to work out his position from the sound of his footsteps and the crack of his revolver.

You are perched on a cliff and are equipped with various contraptions to catch El Bandido unawares as he rounds the corner. The Faraday screen is all about magnets. Pick it up and it will attract a large anvil on the opposite cliff, falling to the ground below. Getting your own back is all about boomerangs. When the bandit rounds the corner, throw the boomerang at him. If you're lucky, it'll hit him. If not, it does a superb spin and returns to your hand.

Like many games at the moment, there are parodied versions of other classics in here as well. Chuckie Bomb has you throwing bombs at the enemy while Boulder Dash involves rolling large rocks down the cliff.

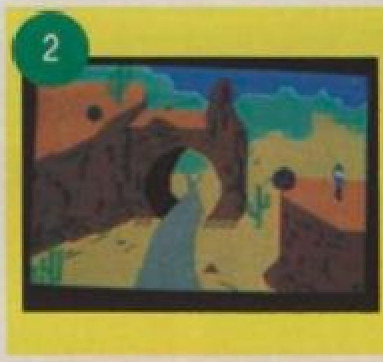
If you manage to hit the sharp shooter, your character does a cute little dance on the screen. If you don't, he'll either scratch his head or knock himself into the ground by hitting his head with a mallet!

The music is some of the best I've heard on the 64 — very Italian-like with lots of twiddly bits.

The game works with joystick or keyboard. My only complaint is that there's not much for the player to do except position himself on the cliff and press the button.

But there are lots of screens and this will certainly liven up your Christmas party. As long as someone's remembered to buy you a 64, that is.

- **Graphics** 9
- **Sound** 9
- **Value** 6
- **Playability** 8



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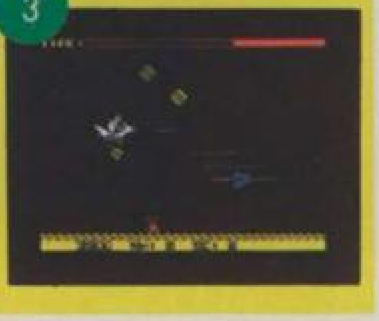

3

3 STARBIKE

MACHINE: Spectrum 48k
SUPPLIER: The Edge
PRICE: £6.95

An Orola, in case you didn't know, is a bouncing yellow blob which knows what it's doing and where it's going.

It's also pretty fed up, as some mean race called the Mordra has just blown its planet to smithereens.

Luckily, though, they just happened to have these escape pods at hand and some Orola managed to get away.

An escape pod seats five and, for reasons known only to the Orola, they sent one escape pod to each of a galaxy of planets.

Your task is to tour those planets, returning the Orola to their teleporters which they have set up.

Each time you do this, you are moved on to the next sector to look for another Orola. Problem is that if, after getting the last one, you are at the wrong side of the planet, you have to fight your way back again across the galaxy before you can take off.

That's the general idea of the game which took me some time to puzzle out. The instructions are written in the form of a memo from the Commander to you and there's a lot to remember.

Once the game has loaded, you can select the controls. You can use a Kempston, Fuller or Protek interface or the keyboard.

The first thing I noticed was the similarity to *Jet Pac*. Sound effects are similar and so is the man on his starbike, even the aliens move in the same way. The difference is that the screen scrolls sideways as opposed to being set on a single screen.

It's colourful and fast, but if you've already bought *Jet Pac*, you may be disappointed.

- **Graphics** 8
- **Sound** 8
- **Value** 8
- **Playability** 7

FOOTBALL MANAGER

MACHINE: Amstrad
SUPPLIER: Addictive Games
PRICE: £7.95

Budding Bobby Robsons should have no problems with this game n level 1, but on level 7 it'll probably defeat even the great man himself.

Originally in text-only form on a ZX81, the Spectrum version had the added attraction of 3D graphics used for the match highlights. These are still here in the Amstrad version, and better than before.

First, though, you have to pick your team. Then, once you've chosen which side you wish to lead to victory, you can examine your team list. You will start with 11 players, although some may not be deemed fit by the computer to be able to play the next match. This means that you'll have to open the old purse and buy someone. Don't bid too high or you'll waste your money.

Once you have a team, you can play a match. Sometimes you'll simply be given the final score, while on others you will get full graphical highlights with real characters kicking the ball into the net.

After each game, you have the opportunity to revise your team list. You can also ask for a report card for yourself which gives you your current position in the league, the financial situation of the club and a "managerial rating" of your performance so far.

5

If the money's getting scarce and you need some players, the bank manager will usually oblige, but it's never a good idea to be in debt. You can examine the league table whenever you wish and see how your team stands. Asking for the player list will show each player's name, whether he is fit to play and his current skill and energy ratings.

You can change your level of skill for the game at any

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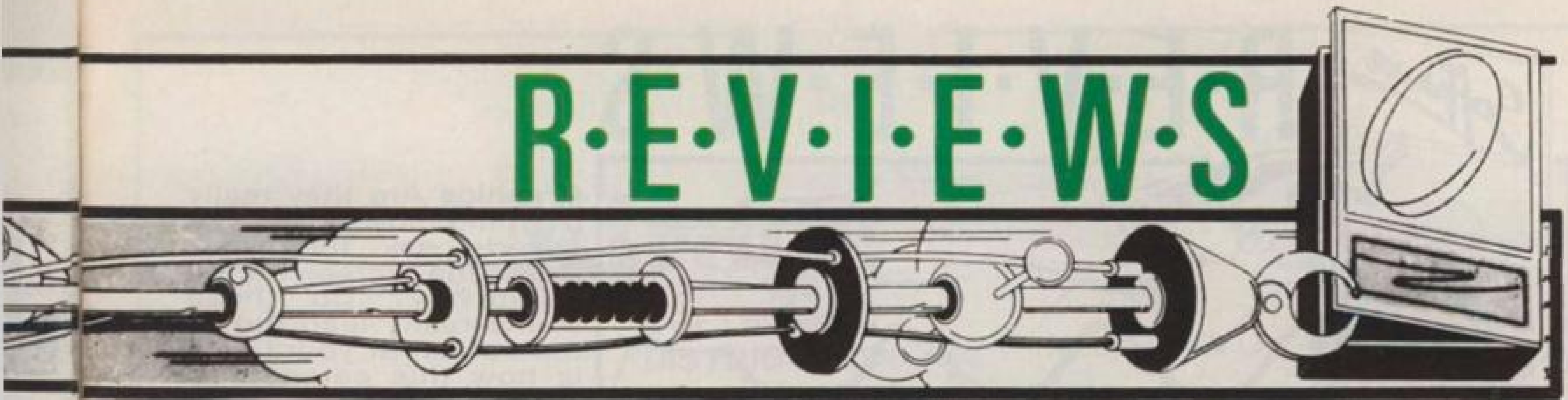

time and, to add a personal touch, you can change the names of the players as well.

There's a save game facility included, so you don't have to fit a season's work into an afternoon.

This game probably won't convert you into a football freak, but if you are one already then you'll like it.

• **Graphics**	**8**
• **Sound**	**7**
• **Value**	**8**
• **Playability**	**8**

5

PITFALL

MACHINE: CBM 64
SUPPLIER: Activision
PRICE: £9.99

The Commodore version of *Pitfall 1* was identical to the Atari VCS game. Activision seems to have realised its mistake now and *Pitfall 2* is far superior to the Atari sequel.

The graphics are much better. Harry now has arms and legs that actually move and the water in the lakes ripples like the real thing.

Sound is better, too. Although the Atari has good sound effects, those of the Commodore are much better and it's good to see that Activision has used them.

Pitfall 2 is set in the legendary lost caverns of Machu Picchu in Peru. As Pitfall Harry, you have to explore them and face the dangers within. There are hidden lakes, scorpions, deadly electric eels and lots of things to kill you.

Unlike most graphics adventure games, you have no limit on your number of lives or the time you are allowed to complete the game.

Throughout the caverns are scattered red crosses. Whenever you lose a life, you will be transported back to the last red cross you managed to tread on and your score will also diminish.

Your ultimate aim is to score 199,000 points which you can only do by collecting all the objects and not being caught at all.

As well as 24 gold bars, you have to find a diamond, Rhonda, Quickclaw the cat and also the stone age rat. The rat, says the instructions, has to be subdued from behind. How you do this, I'm not sure.

The game only works with a joystick which controls movement and jumping.

Pitfall 2 is certainly better than number one. The game is harder, the graphics are better and there's more to do.

• **Graphics**	**9**
• **Sound**	**8**
• **Value**	**9**
• **Playability**	**8**

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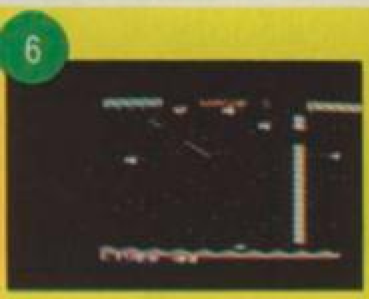

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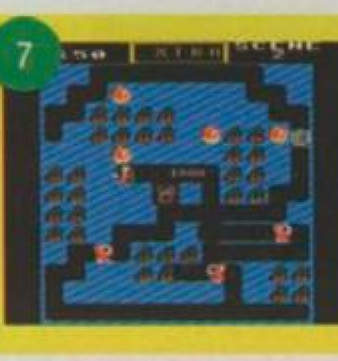

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DODO LAIR

MACHINE: Vic 3.5k
SUPPLIER: Software Projects
PRICE: £5.95

If you thought that you were in for a cute game about extinct birds then you're mistaken.

This is a sideways scrolling shoot-up, with your cannon on the right of the screen and the obstacles coming in from the left.

You can't move your laser further into the centre of the screen, only up and down. The aliens scroll in a straight sideways line which means that, if you stay still and keep firing, it's easy to avoid being hit.

Occasionally, the odd alien will fire back but your chance of survival is still greater than in most games.

Still, someone's certainly managed to pack a lot into an unexpanded Vic and it's a good game.

There are nine different attack waves, and a bonus dodo screen after each. If you hit the bouncing dodo 12 times then you get more points.

The game uses full user defined graphics characters and the sound effects are no worse than any other Vic game.

If you're a dodo-basher at heart then this is a good way to spend some of that Christmas money.

• **Graphics**	**9**
• **Sound**	**8**
• **Value**	**8**
• **Playability**	**8**

7

MR EE

MACHINE: BBC
SUPPLIER: Micro Power
PRICE: £6.95

Now this is what I call a game with added Umph.

An Umph, at least according to Micro Power, is a creature which chases a wizard while he's trying to tunnel through the earth collecting cherries.

You control the wizard with either the keyboard or a joystick, while trying not to lose a life by being caught by an Umph.

The wizard has a crystal ball which seems to have an in-built homing ability. He can throw it at an Umph and, whether or not it hits one, it will return to the wizard's hand to be used again.

As well as the cherries on the screen, there are also some apples. Running under one of these will loosen it and it will fall until hitting some more earth. If it hits an Umph or two on the way, then it's curtains for meany and extra points for you.

During the game, Umphs emerge from their base at the centre of the screen. When they have all trooped out, the base turns into a lump of food which the wizard should collect, adding to his score.

Apple-eating monsters then emerge which can still be killed by the crystal ball.

Killing all the Umphs or eating all the cherries means that you move to the next screen which is a little harder. There are ten screens in all.

As well as moving and firing, you can also pause the game or turn the sound on and off. Pressing escape will end the game and you can start again.

Mr EE is a fast, colourful game with good graphics and sound. If you're an arcade addict then you'll like this.

• **Graphics**	**8**
• **Sound**	**8**
• **Value**	**8**
• **Playability**	**8**

BUZZ OFF

MACHINE: MSX 32k
SUPPLIER: Electric Software
PRICE: £7.95

If this represents the level of MSX software then I don't think this Japanese standard is going to take off.

You are in control of one Bertie, the bumble bee, who likes eating fruit. You have to guide him round the Enchanted Orchard where he can eat the food which appears.

Each time he eats something, though, a section of a spider's web appears. Bumping into it will lose poor Bertie a life, and a huge spider will descend and cart him away.

You have to avoid the sides of the screen, too.

The game is controlled with either the cursor keys or a joystick, and passing over a fruit will let Bertie eat it.

Software
R·E·V·I·E·W·S

Graphics Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at your? This is how this category is judged.

If Bertie can eat enough, he can get to the spider's private larder where he can eat the magical golden fruit.

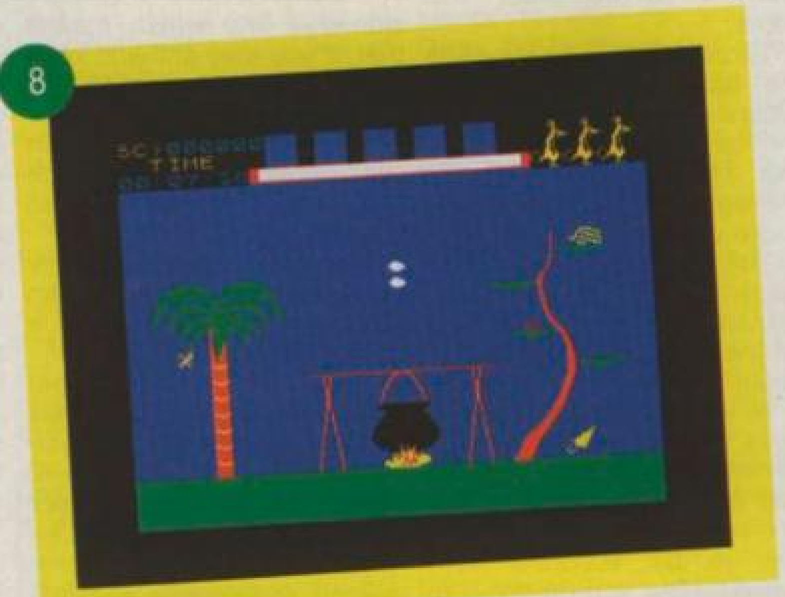
There are ten levels to the game, with a choice of 9 options at the start. Selecting 1 to 8 will let you play at the chosen level, while selecting 9 will play the "real" game by starting you at level 1 and progressing up a level each time you clear a screen.

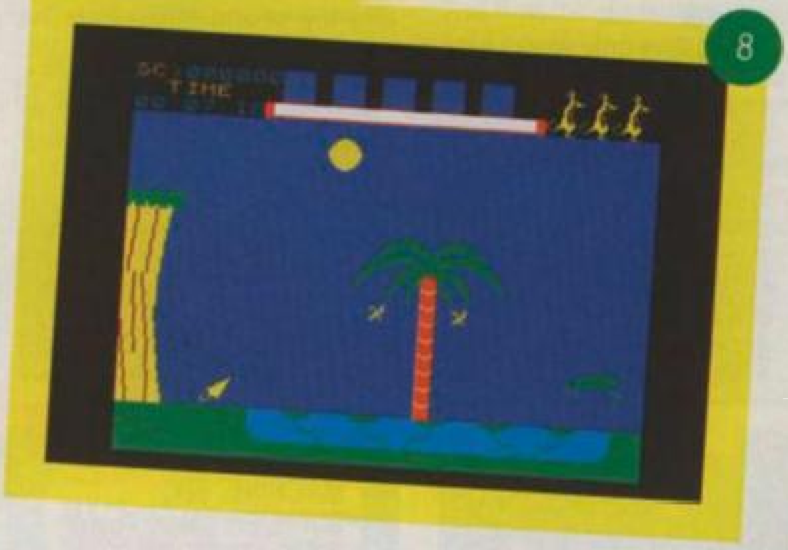
The graphics are dull. Bertie's wings flap but otherwise there's not much movement.

An irritating little tune plays all through the game, and will probably get on your nerves.

There's nothing special about *Buzz Off*, and certainly it's not up to the standard we were shown when the MSX machines were launched late last year

• Graphics	7
• Sound	7
• Value	6
• Playability	6





8 JASPER

MACHINE: Spectrum 48k
SUPPLIER: Micromega
PRICE: £6.95

The craze for this year certainly seems to be graphical adventure games.

This latest from Micromega is better than most, and also a lot harder.

You are controlling a cute character called Jasper who can move left to right and jump. The easiest way to remember the rules is that anything which moves will kill you.

As Jasper moves off the side of a screen, he will reappear on another. You don't have to collect all the objects on a screen at once, but you can come back to them later if you want.

Before you even start to play the game, the first thing you'll notice is that there aren't any blue and yellow flashing border stripes while the game loads. This is a feature of Micromega's turbo loader and it works well. It also gives you a chance to enjoy the title screen without being hypnotised at the same time.

The graphics are gorgeous. Beehives hang from trees and rather large bees flap their wings as they fly. A rabbit hops around on some of the screens and his back legs move in and out just like the real thing. There are also leopards after you which move very realistically.

The instructions which come with the game are deliberately brief. The idea is that you find things out for yourself, just like in a real Adventure. Some of the objects which are lying around should be collected and will help you on later screens. Others won't.

A tune plays in the background during the game, though you can turn this off.

All in all, a good, non-violent game. Unless, of course, a coconut falls off the tree and squashes the bunny!

• Graphics	9
• Sound	8
• Value	9
• Playability	8

FELIX

MACHINE: BBC
SUPPLIER: Program Power
PRICE: £6.95

If you always thought that you could beat any computer game then you probably haven't tried this one. It's hard, and I mean hard.

Weevils are those furry creatures which shoot through tubes in children's TV programmes while the sound effects department provides suitable squeaks.

In this game, the tubes and pipes are on the screen and our yellow furry friends are still there. But computer games need violence, so Micro Power gives you a never ending supply of pesticide to spray into the face of the oncoming weevil.

As well as weevils and tubes, there are lots of conveyor belts and ball bearings. If you manage to reach the lever, you'll be able to reverse the belt and bring a weevil towards you ready to spray it to death. If you get run over by a ball bearing, you lose a life.

There are oxygen cylinders scattered around, too, which will help to keep you alive, as will the emergency panic button. This makes you immune to weevils.

A good game from Program Power. It's hard but good. Sound effects are included, although you can turn them off if the neighbours are trying to get to sleep while you're still trying to swat a weevil.

• Graphics	8
• Sound	8
• Value	7
• Playability	7

BATTLECARS

MACHINE: Spectrum 48k
SUPPLIER: Games Workshop
PRICE: £7.95

It seems that all those BBC documentaries have finally paid off. The year is 2084 and road accidents are now a thing of the past.

Which is a shame for the population, as they have nothing to amuse themselves with any more. The world is such a safe place and they miss all the blood now the roads have been replaced with Autoslot tracks.

But, luckily, someone has

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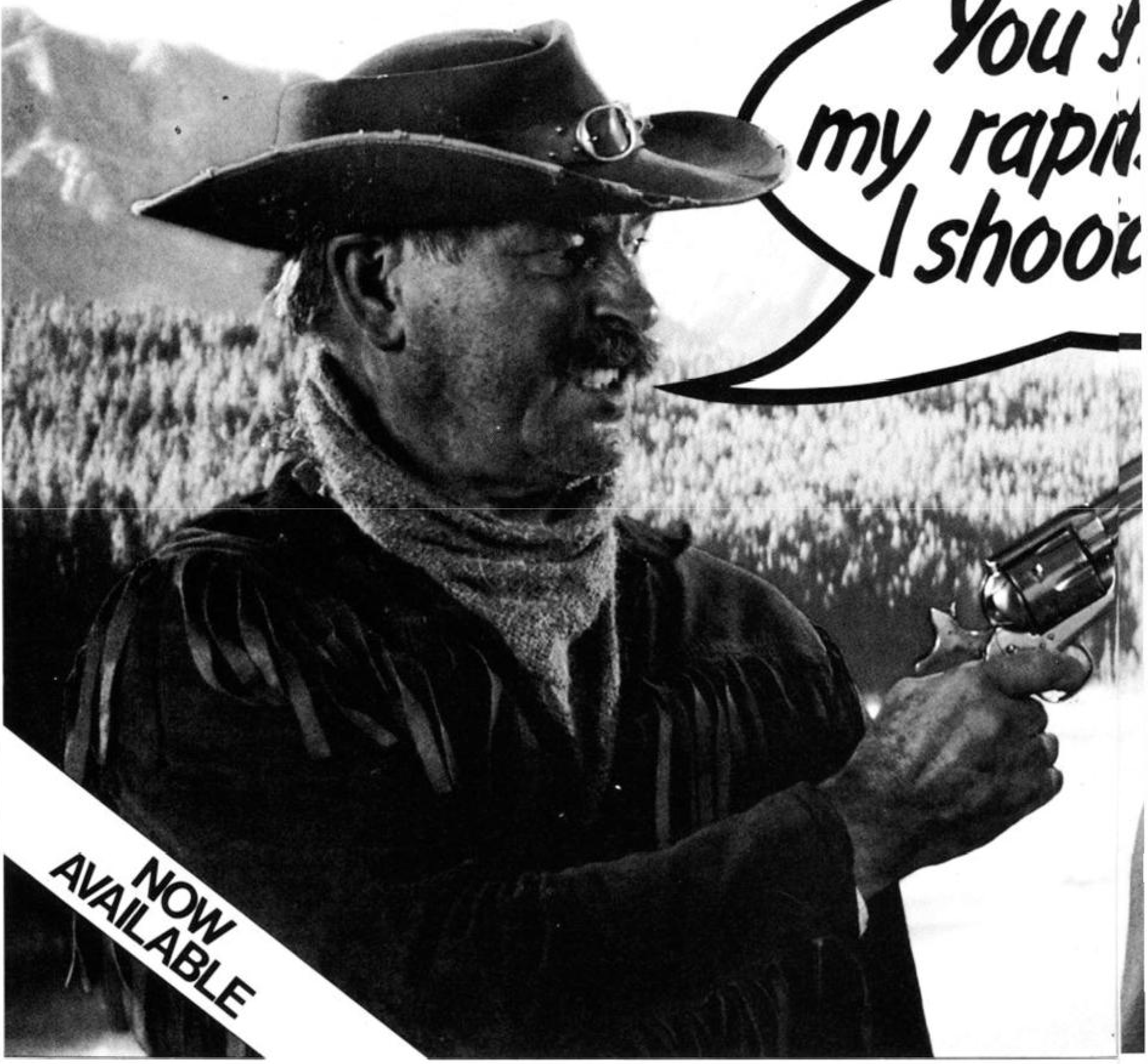

CLIFF HANGER

AUTHOR – JAMES DAY ORIGINAL MUSIC – BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original, Wild West game. As Cliff the hero, you've got to stop the bandito shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the ol' bandito may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum, such as original ideas, superb graphics and hilarious happenings – but now it's available first for the Commodore 64.

Featuring 50 separate screens, three levels of difficulty, one or two players scoring, Hall of fame and joystick compatibility or user defined keys, Cliff Hanger is set to be **THE** Commodore games playing sensation. Available from any good software store for just **£7.95.**

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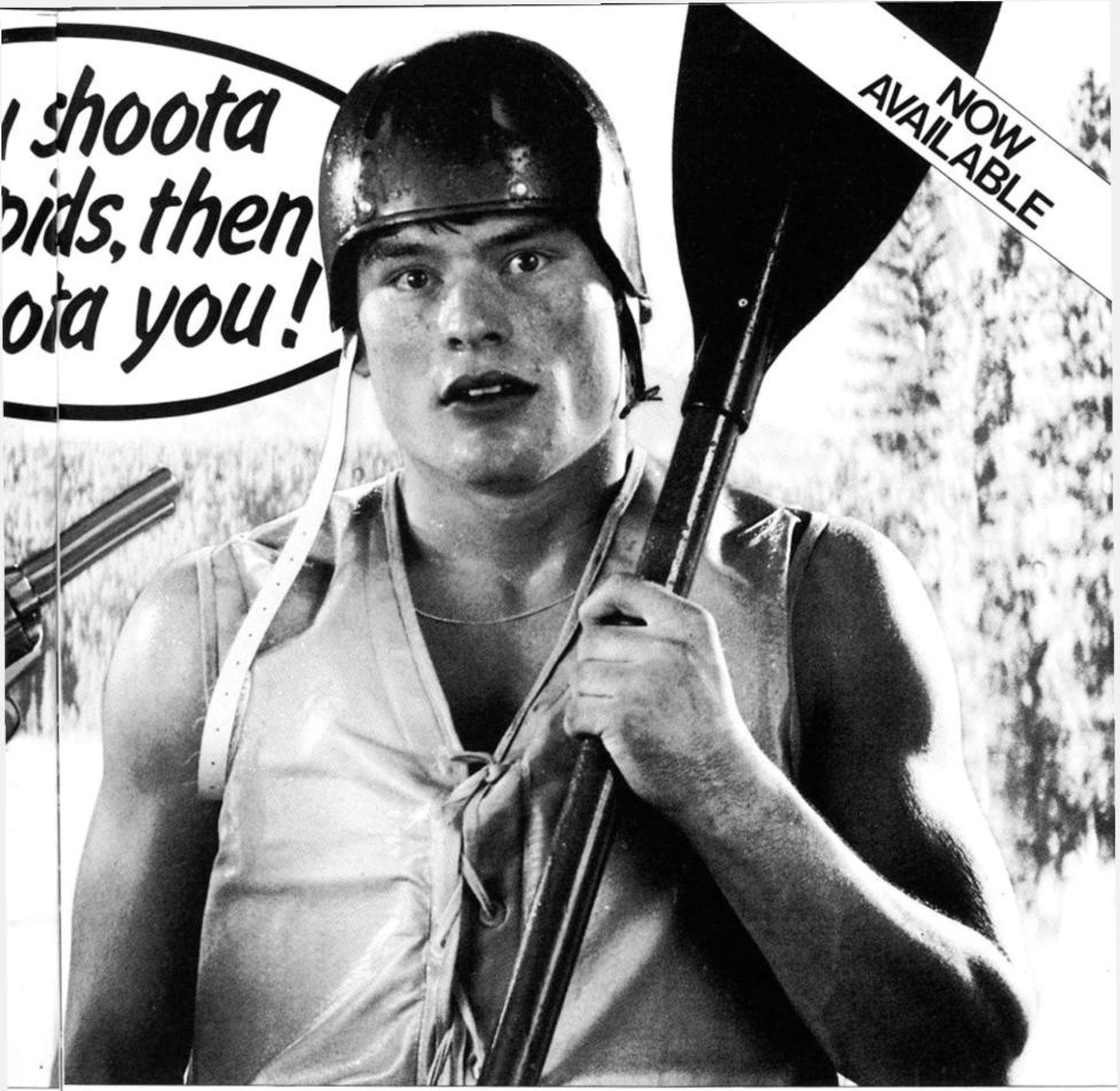

Shoot the Rapids

AUTHOR – PAUL BUNN

Ever wondered what it would be like to face the fierce white water in a top class canoeist slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with Shoot the Rapids.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and interfering beavers to worry about.

This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river. Qualifying times have to be reached to move onto the next course.

With Hall of Fame, one or two player scoring and joystick compatibility, Shoot the Rapids is probably the best sports action simulation game devised to date. Available from any good software store for just **£7.95.**

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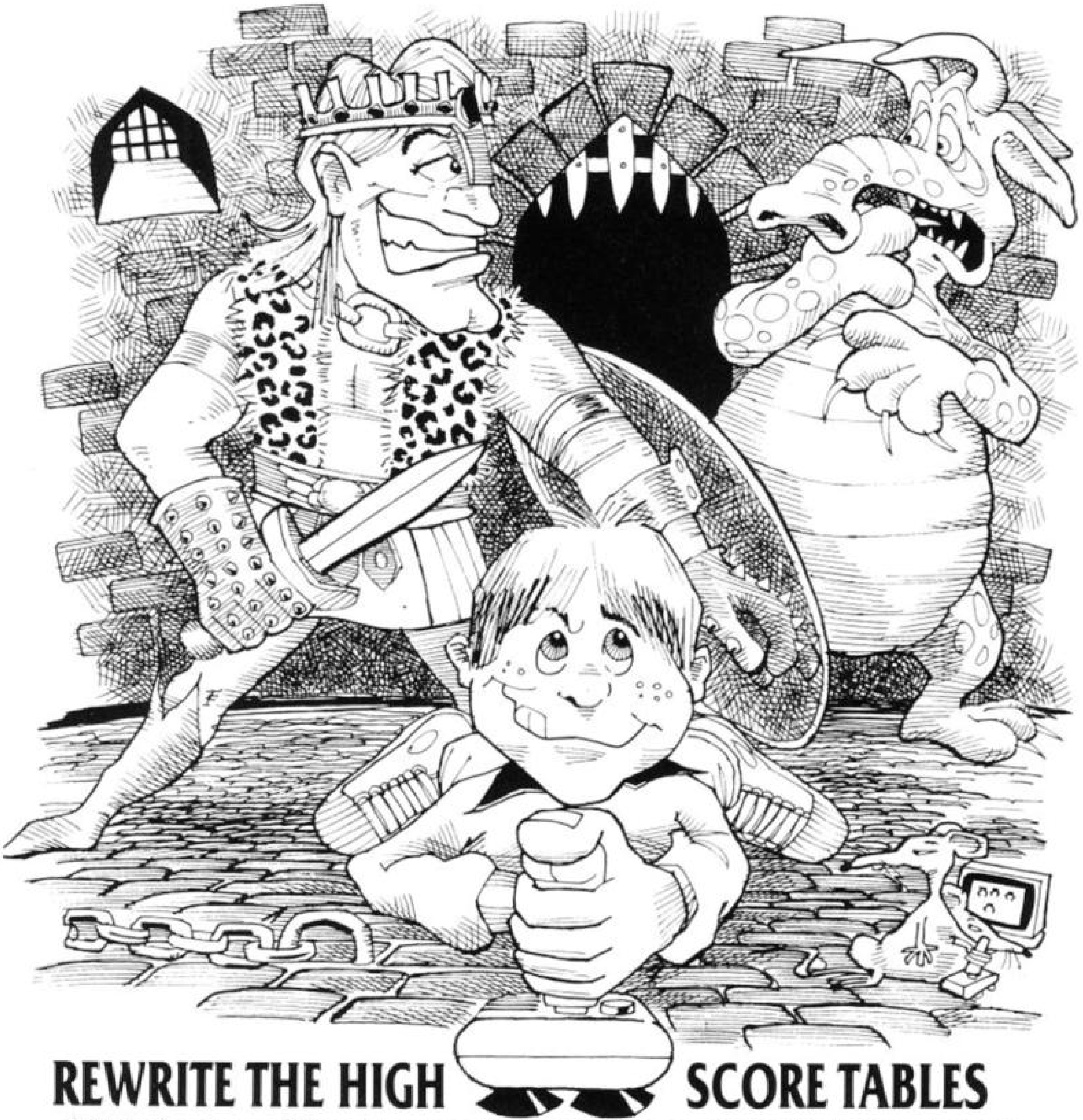

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R·E·V·I·E·W·S

found some old 20th century cars so they go in search of an old road to race them on. It doesn't take long for the sport to become a success, especially when a famous driver is actually killed. They're a savage lot a hundreds years from now, you know.

Battlecars becomes a sport. The computer version is either for one or two players. You can play against a friend or the computer. The cars are fairly complex machines with 12 keys used to control each car. Luckily you get a keyboard overlay to help you remember which buttons to press to fire which piece of your mobile arsenal.

On the other side of the tape to the main game is a program called *Designer*. With this, you can design your own battlecars and the artillery which they will carry.

The screen shows two windows at the top. One is used to show the position of each car. You see the car itself and the immediate surroundings. At the bottom of the screen is a diagram of the cars and their artillery, and also a map of the whole track.

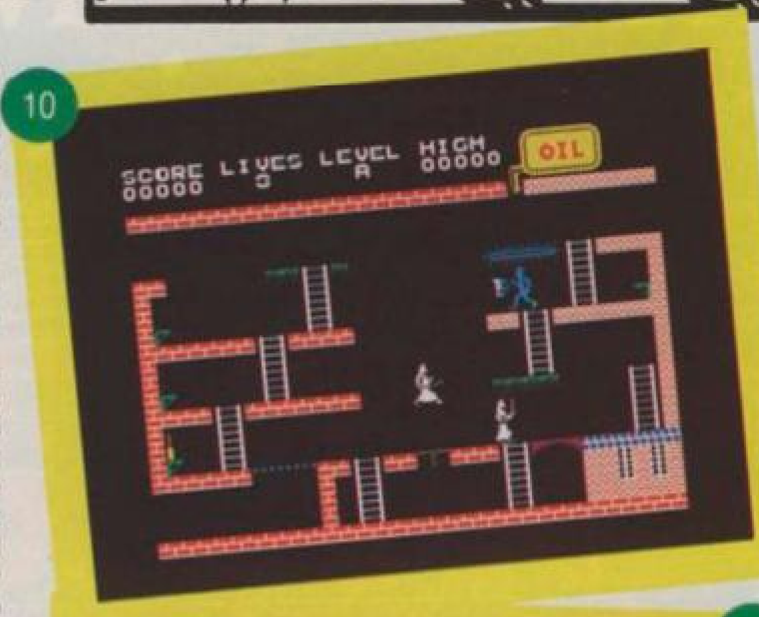
This is certainly a long way from *Chequered Flag* and not really as good. The idea is pretty silly, but then so are quite a few computer games at the moment. Animation of the cars is very slow and the track moves a whole character at a time across the screen. Most of the game is written in Spectrum Basic which just isn't fast enough.

There's a lot to playing this game and you'll certainly have to study the 16-page manual for some time. Personally, I don't think it's worth it. It's one thing to have a good idea for a game, but another one to actually write the program.

And one out of two isn't good enough.

• Graphics	6
• Sound	5
• Value	5
• Playability	5

10



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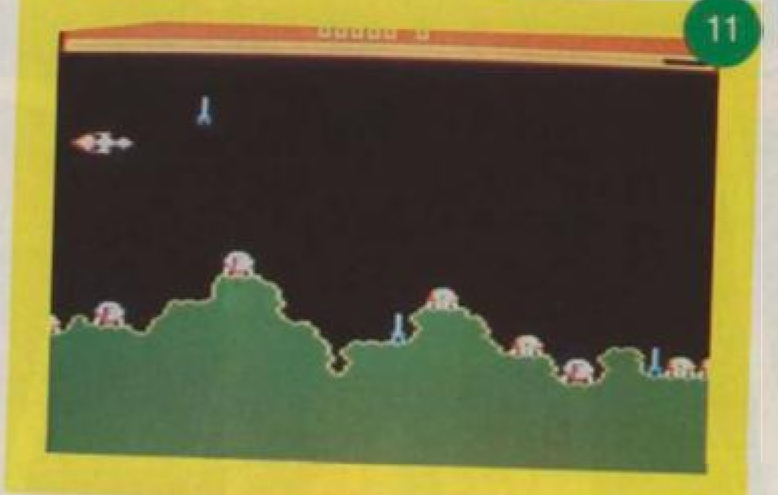

10 TURMOIL

MACHINE: Spectrum
SUPPLIER: Bug Byte
PRICE: £6.95

As platform games go for the Spectrum, Bug Byte started it all with *Manic Miner*.

Turmoil continues the craze which the company started and it's just as good.

You're a mechanic and, once you've collected an oil can from the side of the screen, you have to take it to the top of the screen and fill the can from the leaky tank.

Then, take your can of oil and pour it into the car, which gradually takes shape.

It takes more than one journey to make a full car, though. When it's done, you move to a harder screen.

Like *Manic Miner*, you have to complete one screen before you can move on to the next. If you lose all your lives, you start again from screen one.

There is a training mode, though, which lets you practise the harder screens but you don't score any points this way.

The screens are beautifully animated, with conveyor belts and trampolines to help you escape from the Arabs. Well, what do you expect with all that oil about? They're after that oil and, if you run into one, you lose a life.

You can defend yourself by dropping some oil around the screen which will kill anything it touches. But this means that you'll need even more trips to the tank to fill up the car.

Graphics are as good as any similar game on the Spectrum and sound effects are as bad. But it does play a reasonable version of *Stand Up and Fight*, from *Carmen*.

• Graphics	8
• Sound	8
• Value	8
• Playability	8

11 STAR AVENGER

MACHINE: Amstrad
SUPPLIER: Kuma
PRICE: £6.95

Every software collection needs at least one scramble game and this is a very playable version of the old classic.

There are nine different scenarios to fly through, each one harder than the one before. At the start of a mission you can choose which path you wish to fly, so that you don't spend ages mastering the first few levels in order to reach the harder ones.

You can select from five different skill levels which will keep even a hardened keyboard-basher happy well in 1985.

The game doesn't seem to like a joystick, though. There are no instructions on the cassette inlay, and the demo sequence made no mention of one.

Leaving the keyboard alone will take you through an impressive title display, showing what happens when you reach the end of a scenario.

Use of colour and graphics is excellent, with some stunning multicoloured characters.

If you only have a green screen then you're missing out on some of the fun, but the game is still worth playing.

Sound effects are fairly tame for a space game like this, though. Guns and explosions are replaced by a happy little tune.

Control via the keyboard is always difficult and this is the only drawback to a good, if fairly unoriginal game.

• Graphics	9
• Sound	7
• Value	8
• Playability	6

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At the start/finish line you strap on your helmet, check your instruments, gun your engine and surge onto the course.
Through the corners, up the hills, into the ruts and down the straights you manoeuvre for position and try to beat the clock.
Stay ahead if you can. But whatever you do, stay on course.
Stay ahead if you can. But whatever you do, stay on the course.
If you don't, one of two things will happen.
You'll slow down and lose valuable seconds getting back into the race. Or worse, you'll end up on the seat of your pants.
Who says computers don't like to get dirty?

Your agents risked their lives to find the enemy's secret headquarters.
Now you're risking yours to destroy it.
And they know you're coming.
Time is short, so you'll have to fly. But fly too fast, and you'll squander your precious fuel supply.
Needless to say, they don't issue parachutes on missions like this.
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All he really wants to do is build his circuit boards and go with the flow. But things keep getting in the way.
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And the cunning Killerwatt is out to fry poor Edison's brains.
But our hero simply solders on.
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R·E·V·I·E·W·S

Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room? The *C&VG* review team don't judge games with their ears plugged up, we can tell you!

12 MICROGO

MACHINE: BBC
SUPPLIER: Edge Computers
PRICE: £9.95

If you always thought that Scrabble was the only decent board game for a micro, then you can't have seen this one.

Go is simple to learn but can take years to master. The board is a grid of eight by eight squares made up of nine lines in each direction.

There are two players and they take turns to place a black or white counter, or stone, on a place where two lines cross. That area is then marked out as that player's territory. At the end of the game, the player with the most territory will win.

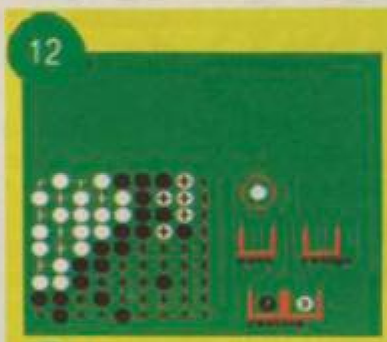
To capture a player's stone you have to surround it. To surround a single stone will take four of the opponent's stones unless the piece is on the edge of the board, in which case you'll only need three.

Microgo is very well written. The computer's response time is around three seconds on the Beeb but a little slower on the Electron. Graphics are good and the few sound effects are just right. And not too loud, either.

If you still have a headache from all that Christmas pud, settle down with this for the afternoon — it's a lot less fattening.

● Graphics	8
● Sound	8
● Value	8
● Playability	8

12



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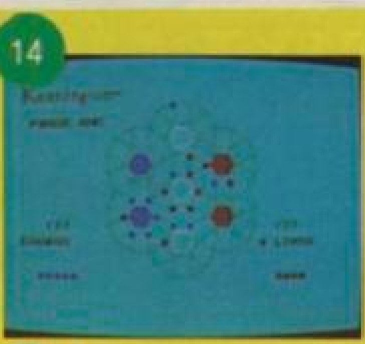

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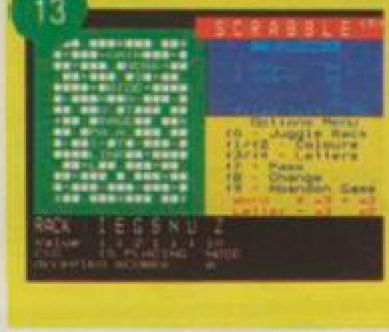

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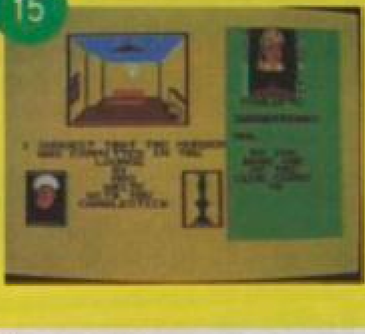


13 SCRABBLE

MACHINE: BBC
SUPPLIER: Leisure Genius
PRICE: £12.95

Scrabble must be the last word in the long-running BBC vs Spectrum debate.

Scrabble on the Spectrum was licensed from Leisure Genius and written by Psion. Now, Leisure Genius has brought out the game for the BBC.

With only 32k compared to the Spectrum's 48, you'd assume that the game wouldn't be quite as good. In fact, there's no comparison.

The list of words which the computer knows has been reduced from 11,000 to 8,000, although you can still challenge the computer if it doesn't recognise one of your words.

The game is for one to four players and the idea is to form words from the letters you are given. The words must be placed on the board in crossword fashion, so that it links to another word already there.

You can select which, if any, of the four players will be played by the computer. If any are, they can be given one of four skill levels. If you don't really feel like playing a game, set up a match with the computer playing all the parts. Then, just sit back and watch the machine play itself.

Apart from the limitations, the game plays as well as any other version. If it's a game of Scrabble you want and you don't care what the screen looks like then you'll enjoy this. But screen layout is so bad, obviously to conserve memory, that it becomes tedious to stare at it for any length of time.

● Graphics	5
● Sound	7
● Value	8
● Playability	8

14 KENSINGTON

MACHINE: CBM 64
SUPPLIER: Leisure Genius
PRICE: £12.95

This game is based on the board game and not, I'm assured, on the Kensington Killer sandwiches which our friendly sandwich man brings around to the office every morning.

Kensington is a strategy board game from the people who brought you *Scrabble* and *Cluedo*.

The board consists of seven intersecting hexagons of which three are white, two blue and two red. One player is blue, the other red, and you must place your counters so as to occupy either a white hexagon or one of your own colour.

There are two parts to a game. In part one, players alternately place one of their 15 stones on one of the intersecting lines which make up the playing area. When this is done, you can move your stones along the lines of the board.

You can either play against another person and use the computer as a board, or play against the computer on your own. The machine has three skill levels.

If you like board games but can never find a willing opponent then this is certainly one for your collection.

● Graphics	8
● Sound	7
● Value	7
● Playability	6

15 CLUEDO

MACHINE: CBM 64
SUPPLIER: Leisure Genius
PRICE: £12.95

The murder was committed by Miss Scarlett in the Dining Room with the Candlestick.

Sound familiar? Well, it ought to — it's Cluedo, one of the most popular who dunnit? board games ever, and now Leisure Genius has brought it out on the CBM 64.

Playing the game on the 64 takes you right back to Christmas holidays when, so sick of re-runs of films seen hundreds of times before, you would switch off the TV and out would come the board games. At least playing with the 64 you can commandeer the TV as well!

The plot plays like something out of an Agatha Christie novel. Mr Black has been murdered — there are six of you staying in his house. One of you is the murderer and it's up to the players to sniff him out.

Depicted on the screen is an exact representation of the board game complete with Col. Mustard, Professor Plum, the rope, the kitchen, the ballroom and those gory instruments of murder — the rope and dagger.

A great game which, I should imagine, will provide hours of fun this Christmas. A word of warning though — don't cheat — the computer doesn't like it!!

● Graphics	8
● Sound	6
● Value	8
● Playability	8

R·E·V·I·E·W·S

Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

16 KNIGHT LORE

MACHINE: Spectrum 48k
SUPPLIER: Ultimate
PRICE: £9.95

The adventures of Sabreman are finally drawing to a close with the release of *Knight Lore*.

After the encounter with the Sabre Wulf, our hero has now reached Knight Lore castle. His aim is to seek the Wizard, who can rid him of a spell which turns Sabre Man into a Werewolf during the hours of moonlight.

Knight Lore

This game really is what I call a graphical adventure. You have to guide Sabreman through the hundreds of rooms in the castle, avoiding the obstacles and collecting any treasures.

What makes it special is that it's all in 3D, just like *Ant Attack* but better. Each screen is a mini adventure in itself and will take some time to solve.

As with Sabreman's other adventures, your clue comes in the form of a poem printed on the cassette inlay.

Knight's Lore's is called "The Most Tunes" and says...

The Wizard's older now than all.
His help you seek within his wall.
For forty days your quest may last.
Locate the potion, make it fast.
This hideous spell upon your soul.
To lose its hold must be your goal.
Beware, the traps from here begin.
The cauldron tells what must go in.
To break the curse and make the spell.
To save yourself and make you well.

Like real adventure games, you can use the objects lying around. If you can't reach something that's too high, move a table so that you can stand on it.

You may even have to carry objects from one room to another to put them to best use.

Control is via the keyboard or joystick. You can choose between Kempston and Interface 2.

At the bottom of the screen, a moon and sun move alternately across a sky to signify night and day. By day you take the character of Sabreman but, as the moon rises in the sky, you become a Werewolf.

I did find it annoying having to wait while my character changed personality twice each day, but that's what you pay for having a wizard putting a spell on you.

You have a time limit of 40 days to find the wizard, though each day lasts just a few minutes in "real life".

I've never seen graphics as good as this on any micro game. No wonder it's taken so long to appear. Like many other software companies, Ultimate claims that their game takes the Spectrum to its limits.

Play *Knight Lore* and you'll believe them.

● **Graphics**	10
● **Sound**	8
● **Value**	9
● **Playability**	9

17 UNDERWURLDE

MACHINE: Spectrum 48k
SUPPLIER: Ultimate
PRICE: £9.95

Like all of Ultimate's games, this one took a long time coming but turns out to be well worth the wait.

Underwurlde is a multi screen adventure, along the same lines as *Sabre Wulf*, and features the further exploits of Sabreman.

The Underwurlde must be the largest map ever crammed into a Spectrum. According to Ultimate, there are around six HUNDRED screens.

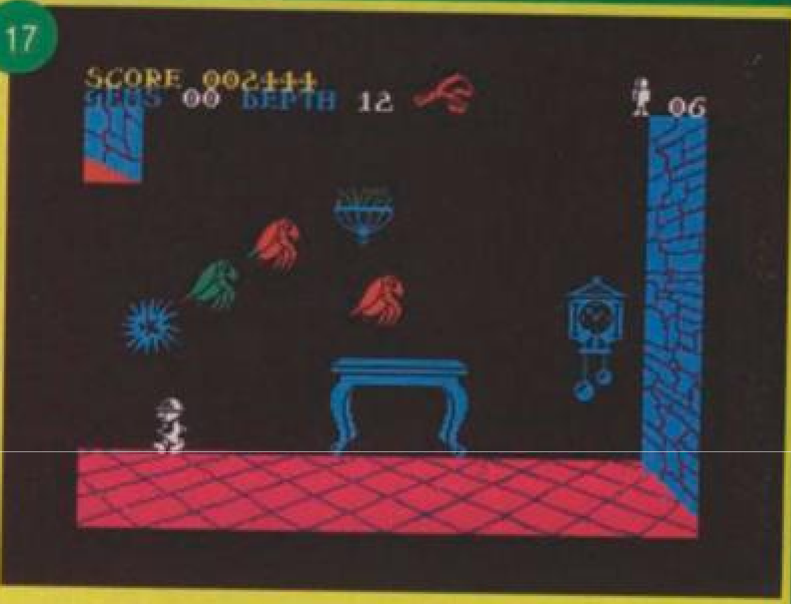
At the top of each screen is shown your score and how deep you are into the Underwurlde. Your aim is to reach the surface by climbing through all the levels.

One complaint about *Sabre Wulf* is that most of the screens are the same. The flowers may be pretty but there are too many of them.

You can't say the same for *Underwurlde*. Each screen is different and the objects and aliens are as good as any previous offering from Ultimate.

So how do you get out from the Underwurlde and what will be there to greet you when you make it? The only clues come from a rhyme on the cassette inlay which tells you little about the game. Like all good adventures, you'll have to find out the rest for yourself.

17



Your direction controls are up, down, left and right which can be controlled by a joystick or the keyboard. My only gripe about this game, and all of Ultimate's others, is that the keyboard control is difficult. For some reason, they always seem to choose difficult combinations of keys.

The fire button will let you use the weapon which you are currently carrying. Your weapon will defend you from the nasties which, although they won't kill you, will knock you from where you happen to be standing.

My favourite screen so far is a moon-like surface on level 20, with pulsating bubbles floating up to the surface. You can ride a bubble upwards, but it's not easy.

The cassette is turbo loaded and only takes a couple of minutes to load which should also cut down on piracy. If your tape deck isn't too hot, you may have problems. But as the tape's guaranteed for three years, you should be all right.

Sorry? Oh, my verdict? Buy it, of course!

● **Graphics**	10
● **Sound**	9
● **Value**	8
● **Playability**	8

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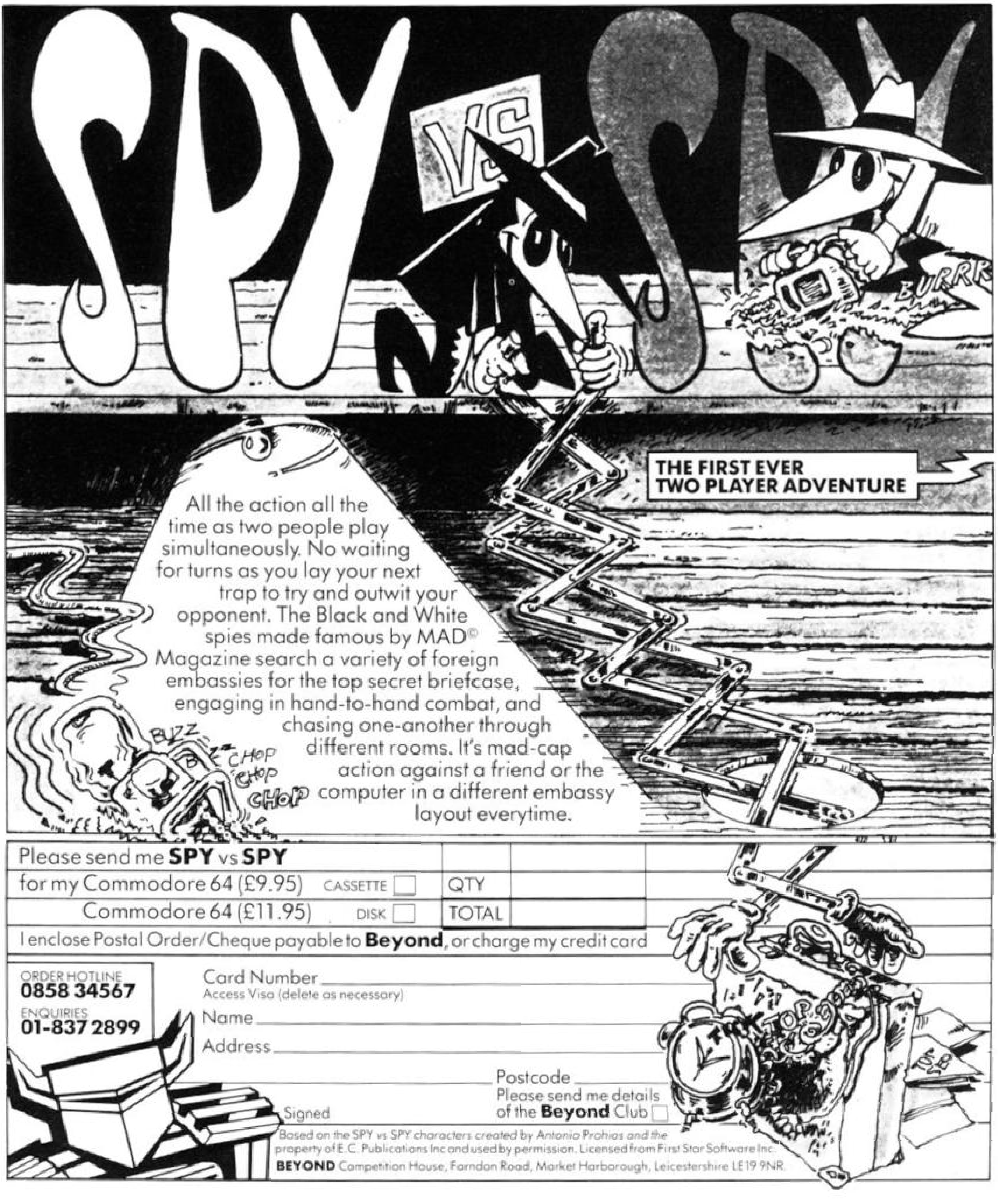

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LETTER FROM AMERICA

LETTER FROM AMERICA

We want to welcome a new feature to *C&VG* in the shape of Marshal M. Rosenthal's *Letter from America.* Marshal will be bringing you news of the American games scene plus a general view of what's new in the USA. He kicks off this issue with a look at the company behind Beyond's new release *Spy Vs Spy* based on the characters in *MAD* magazine.

One of my greatest pleasures as a child was in getting mail. I used to spend hours clipping box-top coupons in the expectation of receiving thrilling items like secret rings, funny money and comics.

So here I am, all grown up, sorting through my mail — when my eyes light upon a small manilla envelope. I savour the wonder of what's inside. I tear it open to find...a rubber dagger?!

There's nothing else in the envelope. A tag is attached to the blade and says *"Joke and Dagger".* The words sound familiar. I give up and turn back to the more mundane world of letters and bills.

Next week, Monday morning, another manilla envelope. It doesn't feel like a dagger though. Well of course not — what's inside is a pair of dark glasses and a fake beard. An enclosed card answers the mystery. It's an invitation to meet Antonio Prohias, the artist/writer of *MAD* Magazine's *Spy vs. Spy,* at a reception honouring 1st Star Software's release of the computer game of the same name.

The reception is in the lobby of Warner Communications' New York office at Rockefeller Centre. I arrive as inconspicuously as I can, in my leather coat, dark glasses and fake beard. No one pays any attention to me. They must think I'm one of the staff from *MAD* Magazine. I spy my quarries over in a corner, talking. These are the two principals responsible, Antonio Prohias and Fernando Herrera.

Antonio Prohias narrowly escaped the wrath of Fidel Castro because of the anti-Fidel political cartoons he had been drawing for the Cuban press. He came to America and began the antics of his two "Spys" for *MAD* Magazine over 15 years ago. The result — a worldwide readership.

Fernando Herrera started 1st Star Software in 1982. Herrera was born in Bogota and studied architecture at the National University of Colombia. He came to the United States in 1966 to pursue graduate work, married and "settled down". For over ten years he sold household goods, and then worked on the design of lifts for skyscrapers.

A harmonious chord was struck when Atari released its personal computer in 1979. Herrera's son Steve had been born with cataracts which made vision nearly impossible. Herrera was appalled at the lack of software available for young children with sight disabilities and decided to design his own. The result was My First Alphabet which won the first 'Star' programming competition sponsored by Atari.

Herrera decided that the next step was to make a big splash in this new industry. His next program was *Astro Chase;...There Is No Escape!,* a space shoot-'em-up featuring extraordinary graphics coupled with animated intermediate screens. *Astro Chase* has been a big seller for the Atari computer, winning many awards including the recent 1984 science fiction fantasy game of the year arcade award from *Electronic Games* magazine.

1st Star recently became affiliated to Warner Software, the new subsidiary of Warner Publishing Inc. As *MAD* Magazine is also under the Warner umbrella, the mingling of the two battling "Spys" and proven programming talent was inevitable. Such games as *Boulder Dash* and *Flip and Flop* have shown 1st Star's ability in rendering and animating cartoon images for computer gaming.

I moved closer and hid behind a large colour monitor running the game. I snaked out a hand and returned with a joystick.

The program, designed by Mike Ridel, offers lush colours and interactive features as you take your "Spy" through a multitude of rooms in a foreign embassy. You are searching for a hidden briefcase containing a secret document to take back with you to your own government. To escape, you must also find a passport, keys and plenty of money for the trip.

In the style of the comic-strip, you must also avoid being stopped by the other "Spy". Whether you play against the computer or another player, both "Spys" are constantly visible through a split screen. Booby-traps can be set for the other "Spy" and at times, hand to hand combat occurs. Lots of noise and animated graphics, but no "real" violence. A lot of the emphasis is on strategy and planning. Maybe so, but I found a great deal of satisfaction in using my joystick controlled Black Spy to whop the beejeepers out of the White one.

I returned the joystick and walked over to Herrera. He offered no resistance to my asking him a few questions, maybe because I showed him my "dagger" invitation.

"We've had great responses in England — our games have been up on the lists for many weeks," he said. "Young people there are different to those in the U.S. — they catch little details which we overlook and appreciate them more. I feel that the British are more into strategy than us action-oriented Americans. It's a different taste, but a good program will do just as well there as anywhere else. Entertainment is universal."

Asked about how *Spy vs. Spy* would do overseas, he commented that he had excellent expectations due to its inherent mix of strategy and confrontation.

Herrera mentioned that he now supervised programmers in his company as well as writing his own games. He worked on the concept for *Spy vs. Spy,* as well as *I Love My Alphabet.* But programming is still his first love. "My newest program," he says, "will be coming out in late January of 1985. I've no name for it yet, but I refer to it as Genie as it unleashes the spirit of the computer to do your *bidding.* I hope to finally reach that bottom line of justifying the fact of having a computer at home."

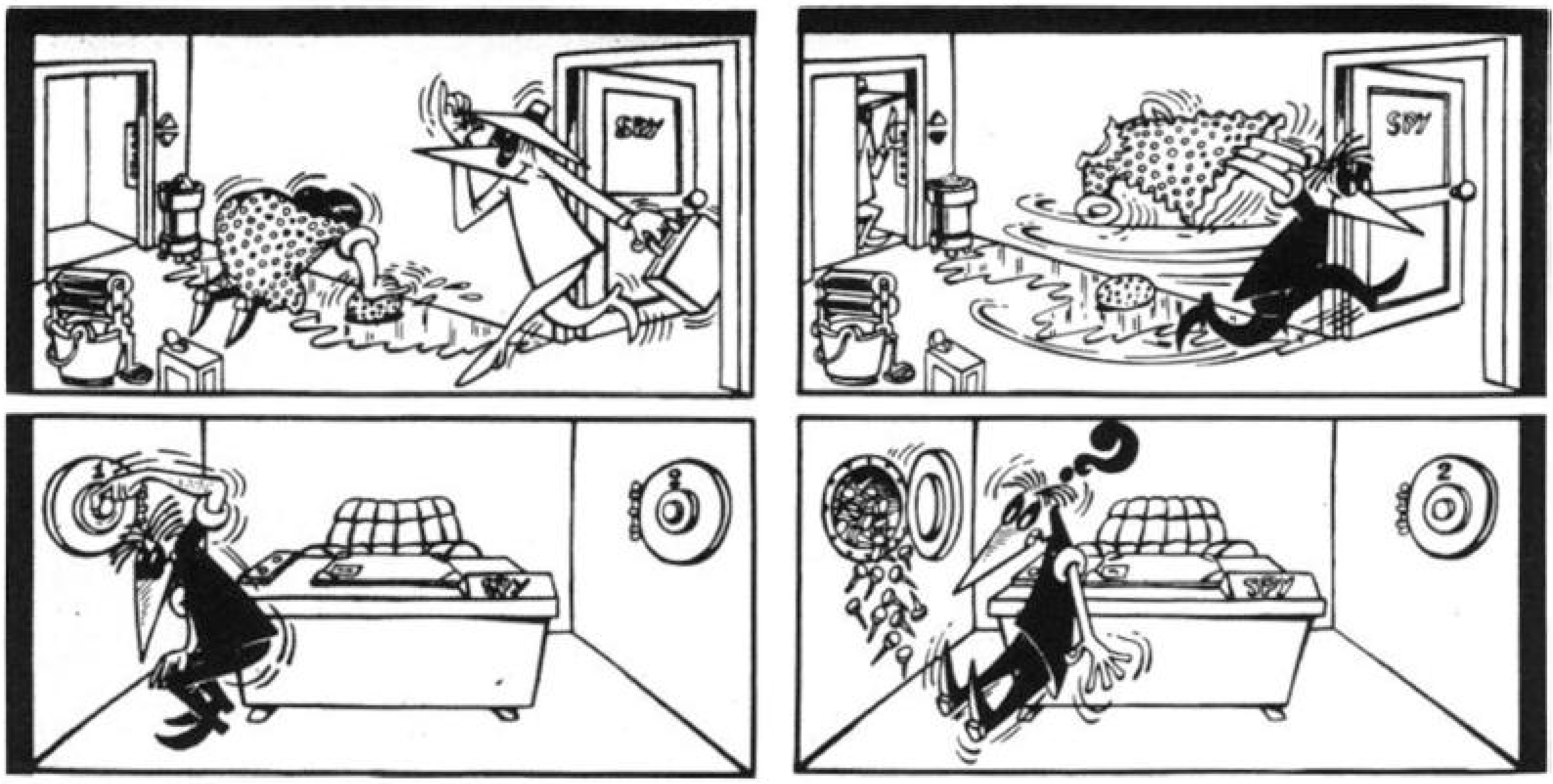
As he left I reflected on the reasons for 1st Star's success.

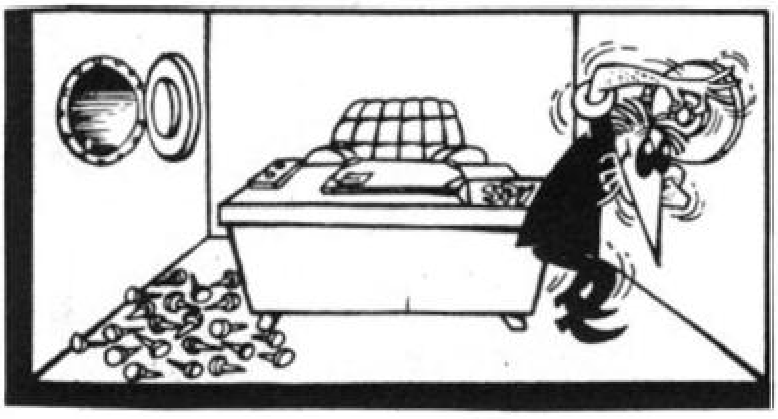
The ingenuity and willingness to have fun is very much a part of the personality of Fernando Herrera and of his company. This is why 1st Star will continue to thrive.

SPY VS SPY

COMPETITION

Solve this *Spy Vs Spy* caper and win Beyond's new game, based on the characters in *MAD* magazine, plus £1 OFF your next Beyond game.





What happened in the final missing frame of this Prohias cartoon?

1. White Spy lurks within the safe and strikes Black Spy with a hammer.
2. A giant spring pops out of the safe and propels Black Spy across the room to land on the nails.
3. White Spy lurks within the safe and pokes Black Spy in the eye with a boxing glove.
4. A magnet hidden inside the safe attracts the nails across the room to impale Black Spy.
5. When the safe opens, Black Spy is buried under a torrent of hammers.
6. An enormous nail shoots out of the safe through Black Spy's head.

Created by Antonio Prohias, the secret agents dressed in black and white first appeared in *MAD* (c) magazine in 1960. Their antics, as they battle for supremacy over each other, have been enjoyed by millions in paperback as well since 1972.

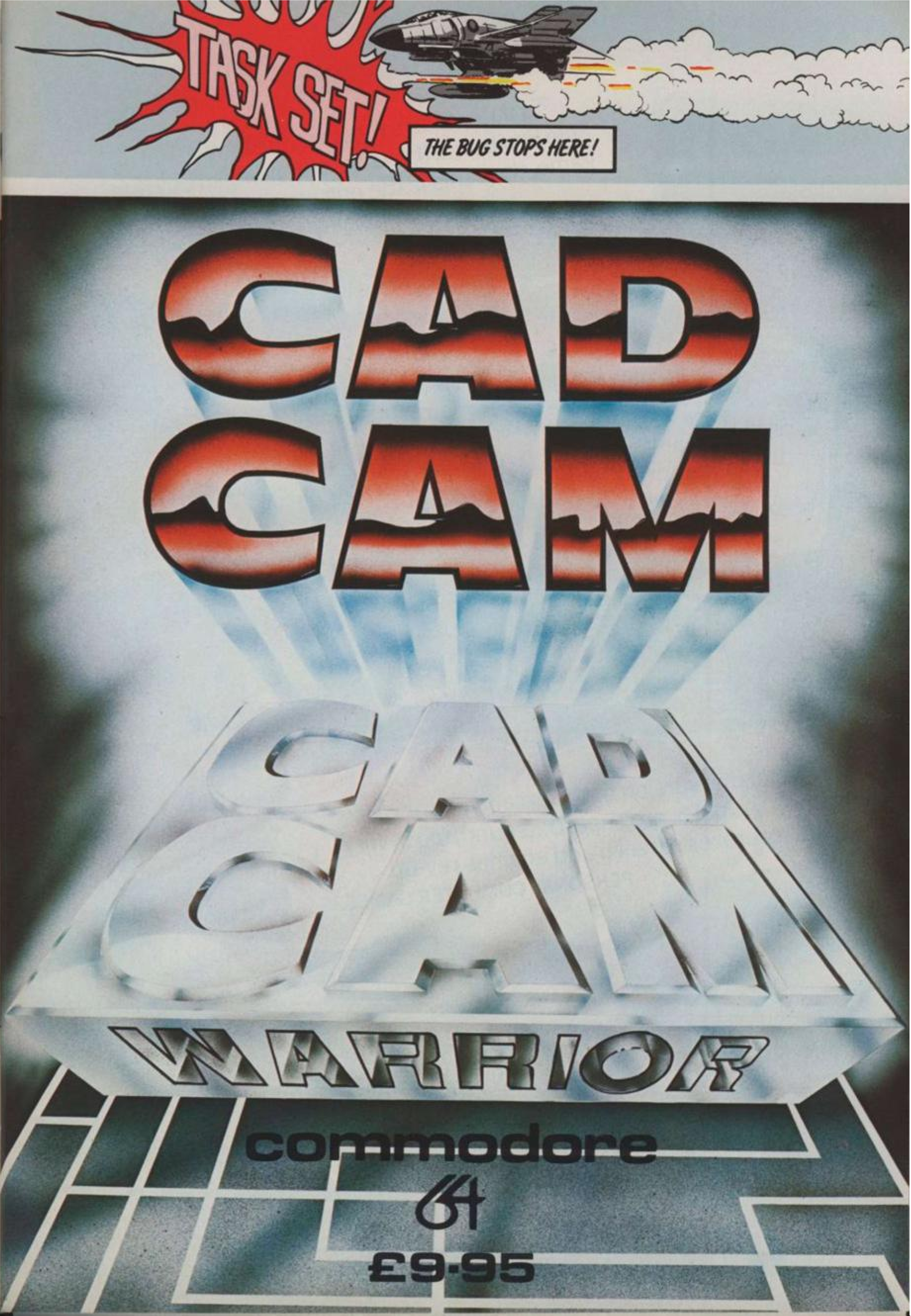
Now Beyond has launched *Spy Vs Spy* as an animated cartoon adventure on the Commodore 64. It's an innovative game which can be played in real time on a split-screen display. Both players (human and computer or two humans) move and fight simultaneously — they don't have to wait their turn. They take the part of White Spy and Black Spy, the cunning and resourceful secret agents. Each has the same objective — to uncover a set of secret plans hidden in a foreign embassy. A mission which must be accomplished at any cost.

Humour is the keynote of this game. As the spies race against time, they can plant a variety of deadly weapons to hinder their opponent. When a spy falls victim to one of the many giant springs, tripwire guns or electrified doorways, he gets zapped in true cartoon style (only to return seconds later miraculously cured for his next foray). The successful spy escapes from the embassy and flies away to the next adventure. *Spy Vs Spy II* will be published in the USA during 1985.

Beyond will award a copy of *Spy Vs Spy*, the computer game, and a year's subscription to the UK edition of *MAD* magazine to the first ten correct answers to the competition. And there is a prize for everyone else too: all entrants will receive a special £1 OFF BEYOND GAMES VOUCHER with the next edition of the Beyond Newsletter which is due out early in December.

To enter the competition, simply look at the Prohias cartoon. The final frame has been deleted. What happened? Consider the six possible solutions, choose one and send it on a postcard together with your name and address to: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1 3AU. The first 10 correct answers received by 16th January will be awarded the prizes. All entrants will then receive the special Beyond £1 off voucher.

MAD magazine is published in the UK by Suron International Publications, 44, Hill Street, London W1. *MAD* subscriptions cost £7.20 per year. The cartoon is reproduced from *MAD* Artists Special.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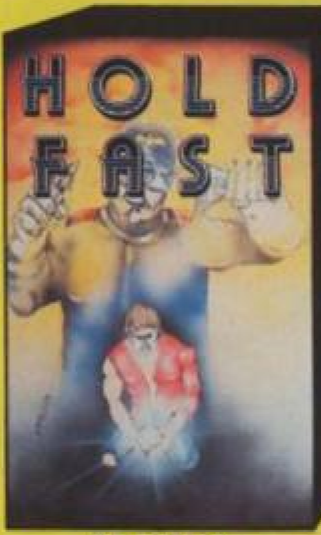

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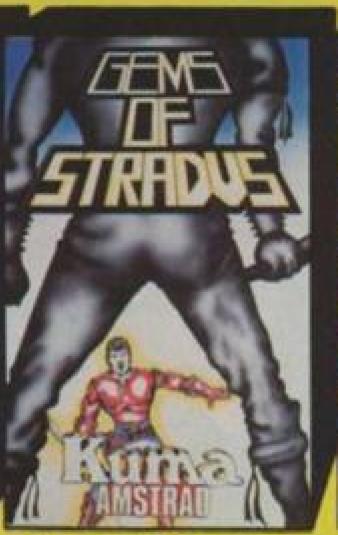
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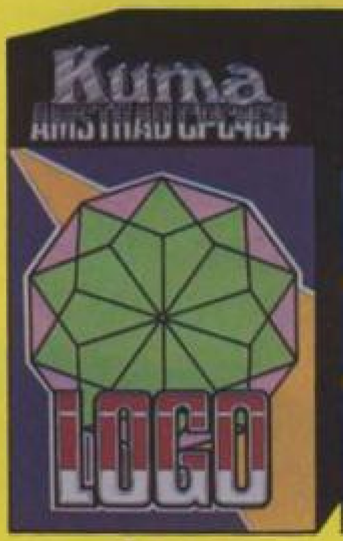
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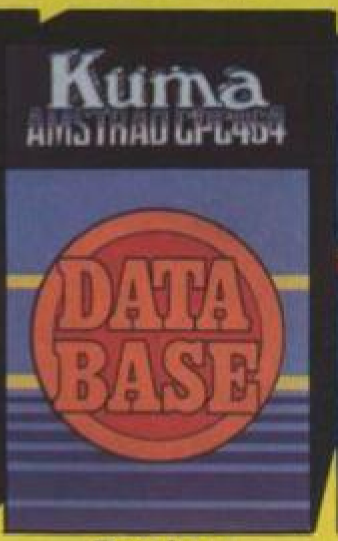
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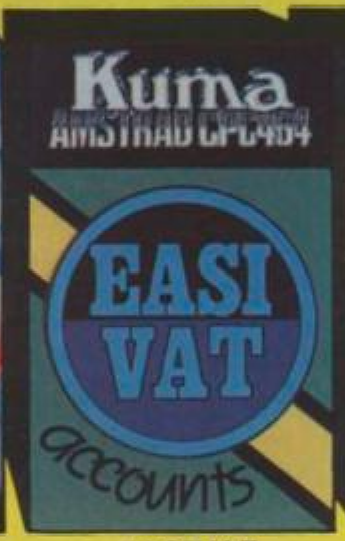
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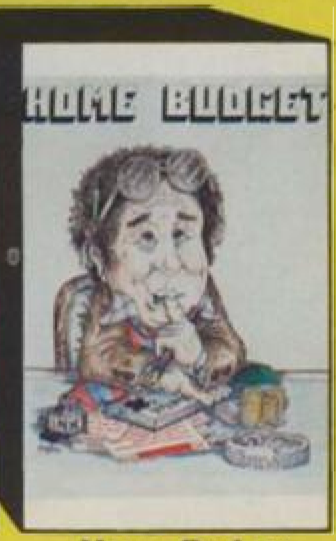
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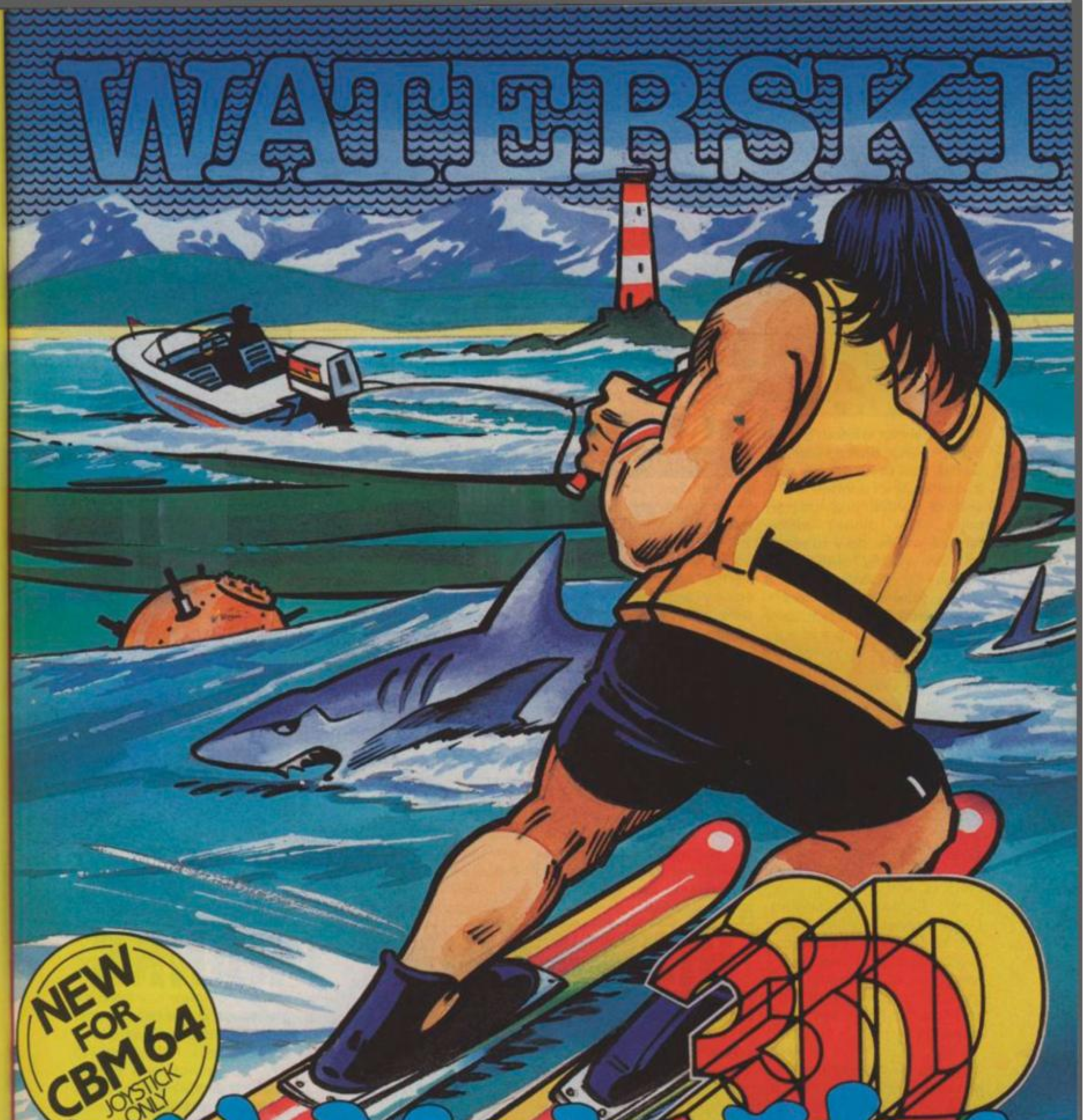

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ARCADE

Every year, early in November, there is a large arcade show held in London.

It is a trade show only, where all the latest games are put on display to tempt arcade owners into parting with their hard-earned coppers.

***Computer & Video Games* was lucky enough to go to the show to bring you news on new releases and to advise you what to look out for in your local arcades. We have had a look at a few games this month and will be covering others the next few issues.....**

When people started queueing up to play Space Invaders, pinball was at its lowest ebb. It was stuck in another era — one of relays and stepper units. The pinball manufacturers were slow to react, possibly waiting for the video bubble to burst. When it didn't, they suddenly scrambled to make micro processor controlled games. Unfortunately, the games themselves weren't any different and pinball still wasn't making much impression on the mighty video market.

What was needed was *innovation*. Williams found it and they produced a string of classic games: *Flash* the first with background sound, *Gorgar* the first to talk, *Fire Power* the first electronic multi-ball and *Black Knight* the first with a two tier playfield. Pinball blossomed. These games had rekindled the interest of established players and won over many new ones. All was rosy in the garden. Then, around '82, the unthinkable happened. The arcade video bubble did burst.

This time the manufacturers were swift to react, almost overnight. Pinball went back to basics. So this is the state of the art and there are many youngsters who think that they have just discovered pinball. There is good and bad in this situation. On the good side, pinball machines are cheaper to produce and lots of kids are having lots of fun which has to be good for the game. On the bad side, old addicts like me are finding that the game is not quite so challenging. However, as pinball and its new found devotees move on, perhaps we will come back to Black Night type games. Either way the steel ball lives on.

FLY BY NIGHT!

FUTURE SPY

Future Spy, a game that looks amazingly like *Zaxxon*, has just hit the streets.

It's a modern shoot-'em-up using the familiar story of a fighter plane flying over enemy territory blowing up their navy, rocket bases and ammo dumps.

The graphics are excellent and your fighter jet leaves a clear shadow as it zooms over enemy terrain. Lining up your shadow on targets allows you to bomb or torpedo the enemy accurately — hopefully before they can send heat-seeking missiles after you.

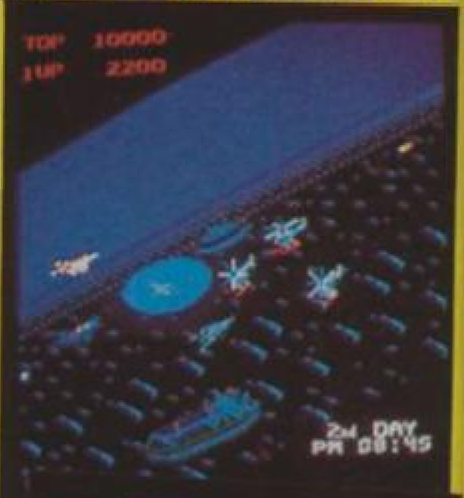
You always know when the enemy have locked their radar onto you and dodging the rockets can be a pretty hairy business.

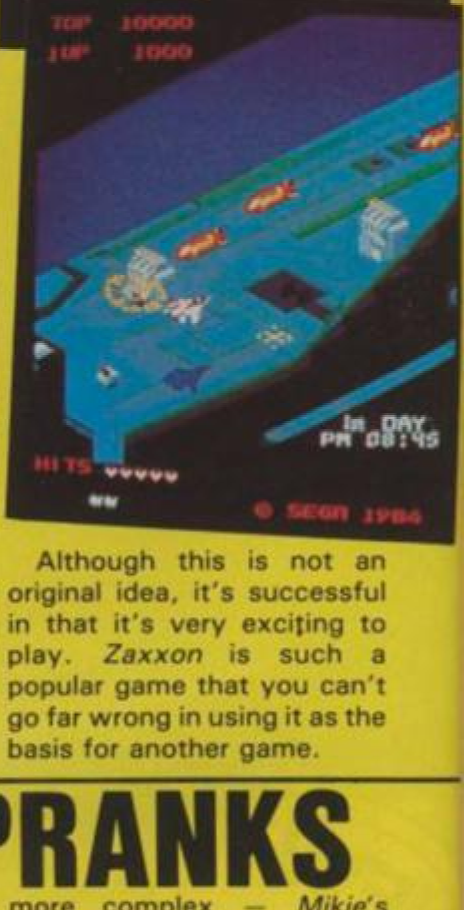
Once you've used your torpedoes and bombs to destroy the enemy and, most important, their flagship, your plane will fly through a thunder cloud which results in a "time slip" to a different dimension of space.

As in *Zaxxon*, this is a god-sent opportunity to gain as many bonus points as possible.

It's a long path to victory and you'll have to fly sortees by day and by night to get the better of the enemy. The night scenes are cleverly done as the player gets the impression of flying through the dark and seeing the targets through an infra red radar.

In fact, as you fly over the targets, a spotlight shines on them allowing you to line up the shadow of your jet so you can see more clearly what's happening.





Although this is not an original idea, it's successful in that it's very exciting to play. *Zaxxon* is such a popular game that you can't go far wrong in using it as the basis for another game.

HIGH SCHOOL PRANKS

MIKIE

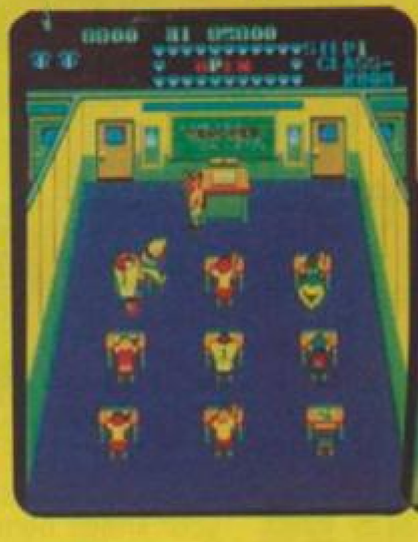
If you've just escaped from school for the holidays, the last thing you'll want is to play a game which takes you straight back into the classroom.

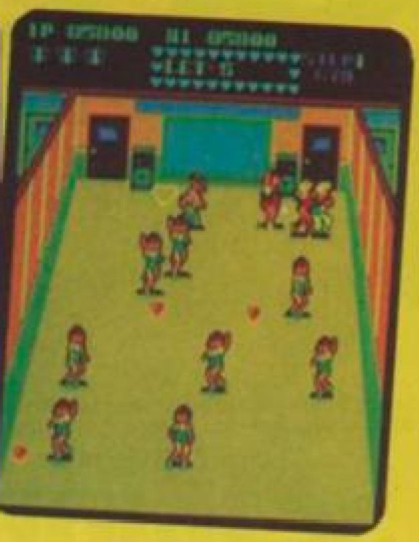
Konami chose to unveil what can only be called a weird game, at the Preview 85 exhibition in London recently.

Mikie is the name of the game and also of its hero. The action takes place in the form rooms of an American school in what must be one of the most bizarre games around.

Mikie is the type of guy whose world centres on the female race and probably thinks himself a bit of a gigolo into the bargain! He has obviously never heard of work and spends his days in a female dominated classroom sending love letters, knocking girls off their chairs and generally creating a nuisance.

In fact, the story is a little more complex — *Mikie*'s great love is the cheer leader and he uses the other girls as go-betweens. Needless to say, life is not all a bed of roses. Half the masters in the school would like to catch him and give him a good





THE DON TO THE RESCUE!

DON QUIX-OTE

Preview 85, one of London's largest arcade shows, was held at the end of October. A whole new batch of games was on show many of which we will be taking a look at over the next few months.

Always on the look out for new and interesting games, I was drawn to *Super Don Quix-Ote* from Universal. It is a laser disc game played in the *Dragon's Lair* style.

Presumably the story line is based on Cervantes' famous novel of Don Quixote and his faithful companion, Sancho Panza.

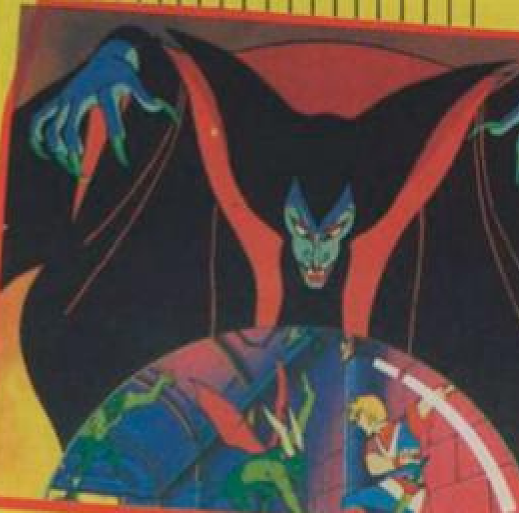
In the arcade version, Don Quix-Ote's love Isabella has been captured and imprisoned in a castle many leagues away.

Don Quix-Ote sets out to rescue her but keeps running into trouble. His adventures are long and varied but he's nothing if not determined and makes it to the castle in the end.

The story also deals with the age old subject of good against evil. The evil this time is in the form of a demon who, looking down on the world from a great height, becomes determined to throw everything in Don Quix-Ote's path to prevent him rescuing Isabella from her plight. Time after time our hero manages to wriggle out of trouble by the skin of his teeth.

The graphics, as in *Dragon's Lair*, are cartoon animated. The movements of all the characters are very smooth and beautifully depicted.

The movements of the game are directional only, as in similar laser disc games. The story unfolds in front of you and a sign appears letting the player know when Don Quix-Ote has to make a move — whether it is a change of direction or to use his sword.



These signs are unsubtle and rather crudely drawn. A large arrow appears pointing to the direction the Don has to move and a large gold disc flashes next to his hand when he needs to use his sword.

In *Don Quix-Ote*, the arrows and discs give you the advantage of knowing when to make your move and may make the game more popular in that respect. Time will tell.

However, the game isn't quite that simple. If you don't act on the sign immediately, you will lose a life. Still, it doesn't take long to learn the moves and when to expect them.

I don't think *Don Quix-Ote* is as much fun as *Dragon's Lair* but it is a lot less frustrating and should be a real catch in the arcades.

---

thrashing. Poor Mikie has to take to his heels and run.

As you get better at the game, you graduate from the classroom to the locker room, to the canteen and finally the gym. The gym is a sight for sore eyes — half the girls are in a state of undress and are posing in their leotards waiting for Mikie to make an appearance.

Mikie is a game of colourful graphics and not much else. A certain element of skill is needed to collect and deliver the heart-shaped messages and in escaping from the powers above, but it's not a game to set the adrenalin running. Give me a shoot-'em-up any day.

The Japanese must have a very odd idea of what American boys study at school — O levels in love-letter writing or degrees in chatting up women perhaps!

If you know of any hints and tips or snippets of information on your favourite game, write into Arcade Action and we'll print them if they haven't been published already.

HINTS and TIPS

Ian the Boff's been at it again and, from learned study of arcade games, has come up with a few more hints and tips to those yearning to get those extra 1000 points or an extra life. Read on.

Sinistar

How to get 255 Men!

Play two players. Lose all of player one's lives. Then stock player two full of all 20 Sinibombs. Of the last life of player two, fly directly at the Sinistar and drop every bomb. While the Sinistar is chewing you up, the bombs home in and wipe out the Sinistar. Roughly 50% of the time you will get awarded 255 lives.

Stargate

2000 point "Zowie" bonus, Pro catch etc.

Shoot everything but one lander on a wave. Follow the lander until he picks up a humanoid. Shoot the lander with the humanoid underneath. Let the humanoid fall and position your ship on the planet's surface and directly below the humanoid. The humanoid will touch you and the surface at the same time. The screen flashes and you are 2000 points richer.

Tempest

This is the key to high scores on Tempest . . .

First you must complete the red level that gives you 188,000 bonus points. Then get your score to one of the two digit combinations listed below (by shooting spikes, worth one point per hit). After you have the combination you require, kill yourself by walking into enemies and wait for your desired effect to happen.

They are:

00 = Freezes screen
01 = Gives access to book-keeping totals
05 = Allows play during attract mode
06 = 40 free credits
11 = 40 free credits
12 = 40 free credits
14 = Credit sound without actual credits
15 = Credit sound without actual credits
16 = 40 free credits
17 = 40 free credits
18 = 40 free credits
41 = Last two digits of score switch
42 = Score increases quickly
46 = Allows following game to start at green level
50 = Player moves by himself
51 = Player moves by himself
60 = Objects drift down
66 = Objects drift right
67 = Objects jump
68 = Objects drift up
70 = Objects drift up

All the tricks will work if you use the one to play the attract mode (05). If you pause at any of the desired points, it will take place instantly. Also two additional ones work from this. They are:

46 = Generates a random coloured level with the wrong enemies for that level (eg, a dark blue level with fuse-ball tankers!).
48 = 255 extra men!!!

Apparently Atari made a modification kit for *Tempest* to stop these bugs. It is also very uncommon and is not evident on any *Tempests* that I have played.

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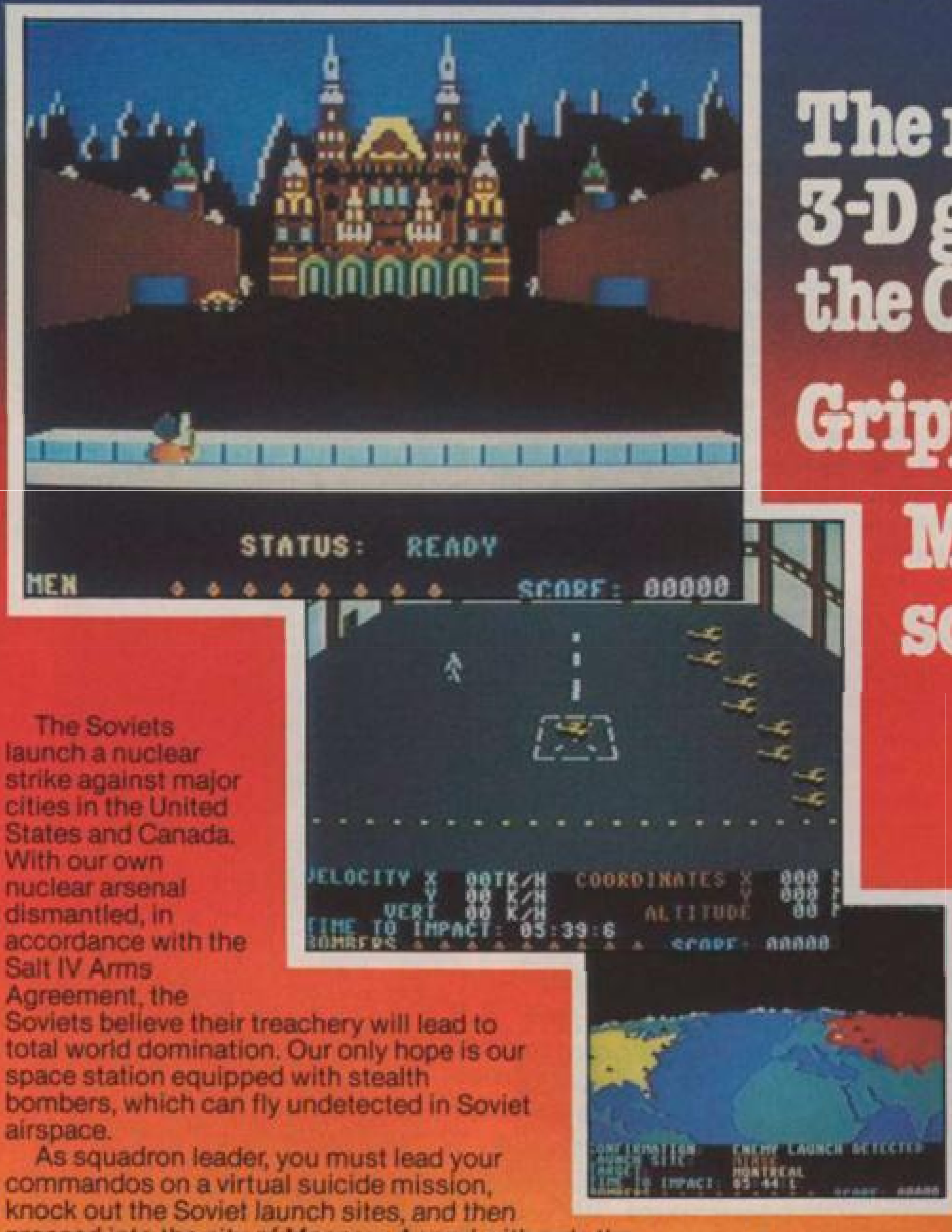
STATUS: READY
MEN
SCORE: 00000
VELOCITY X 00TK/H COORDINATES X 000
Y 00 K/H Y 000
VERT 00 K/H ALTITUDE 00
TIME TO IMPACT: 05:39:6
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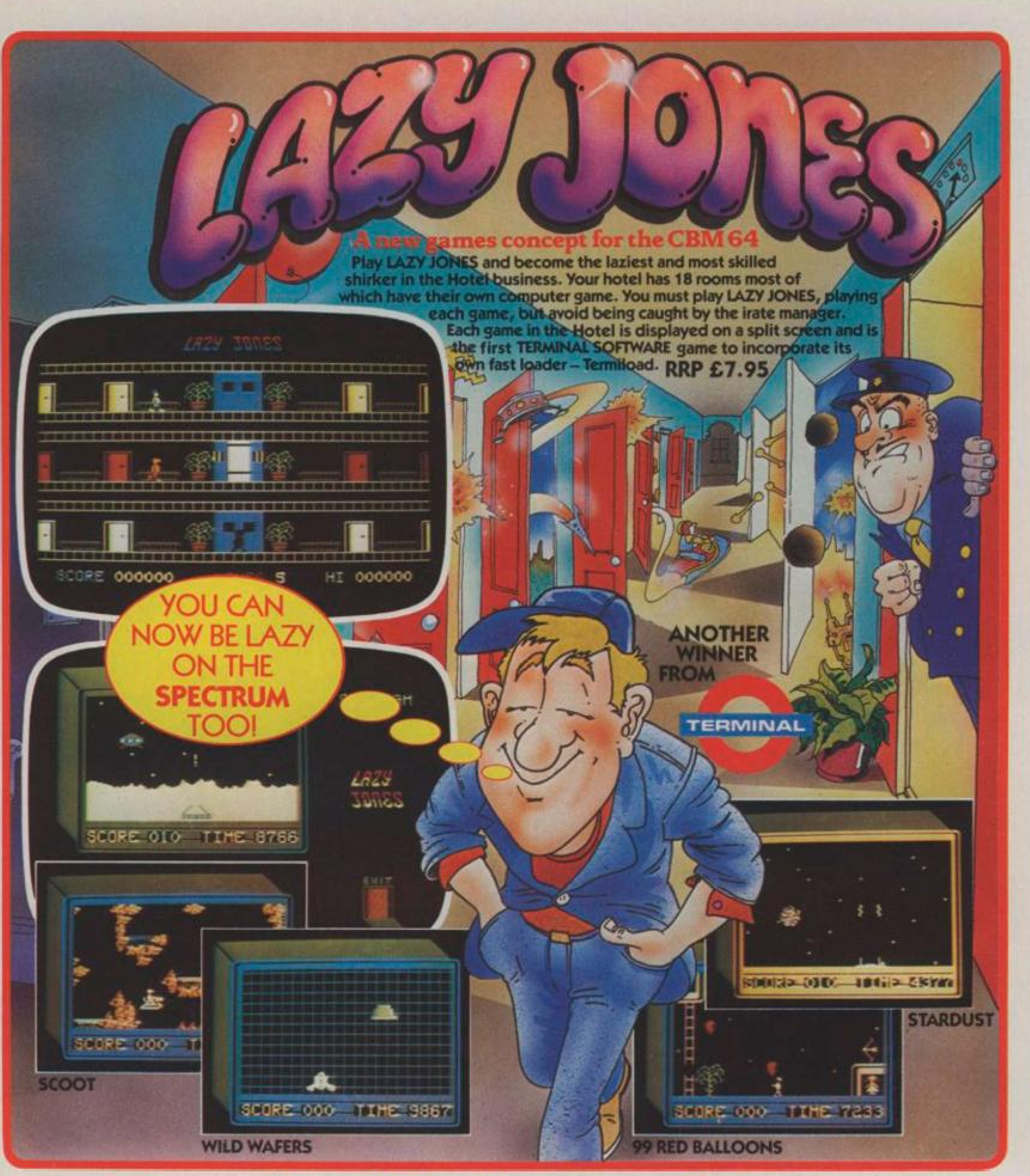
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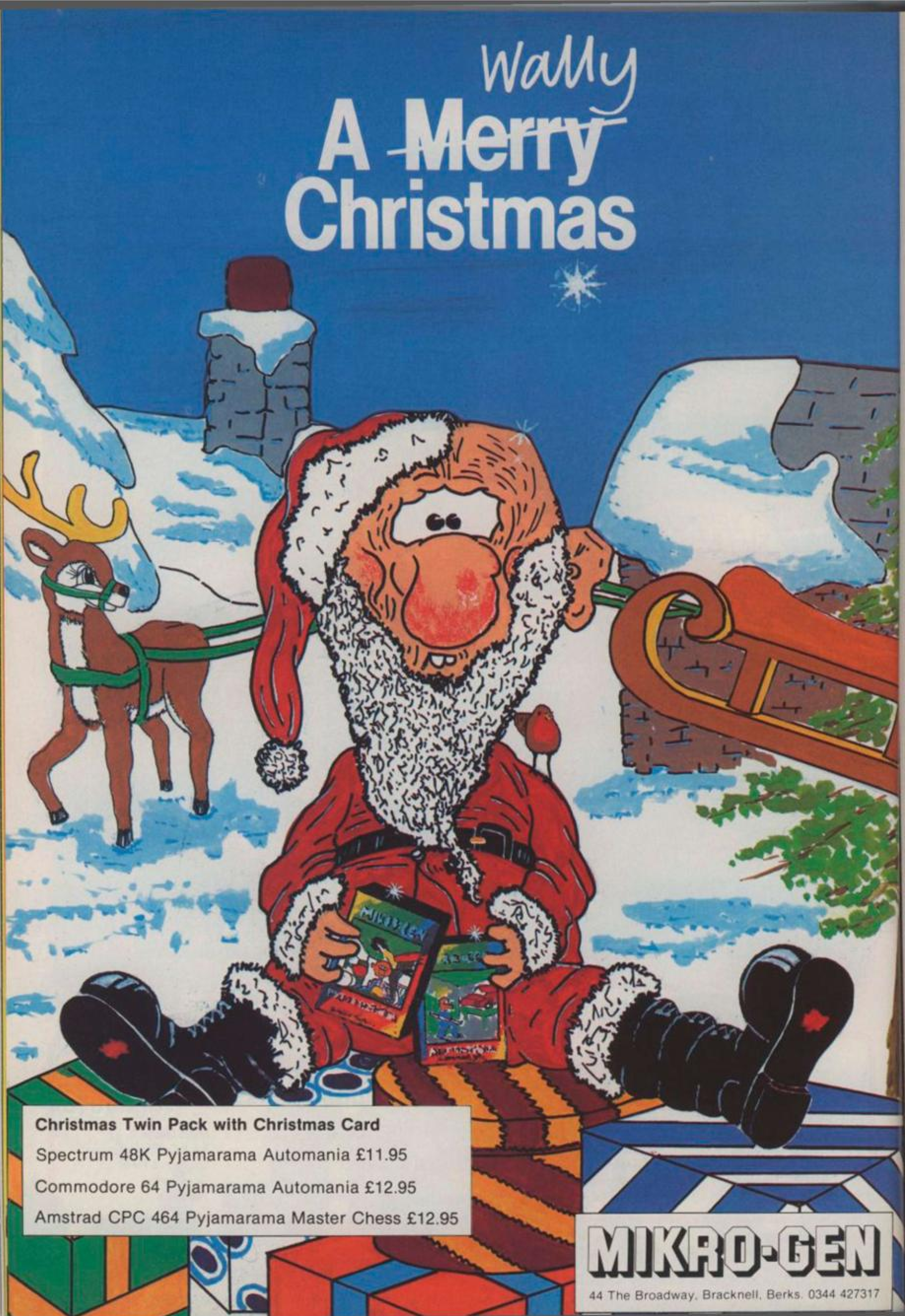

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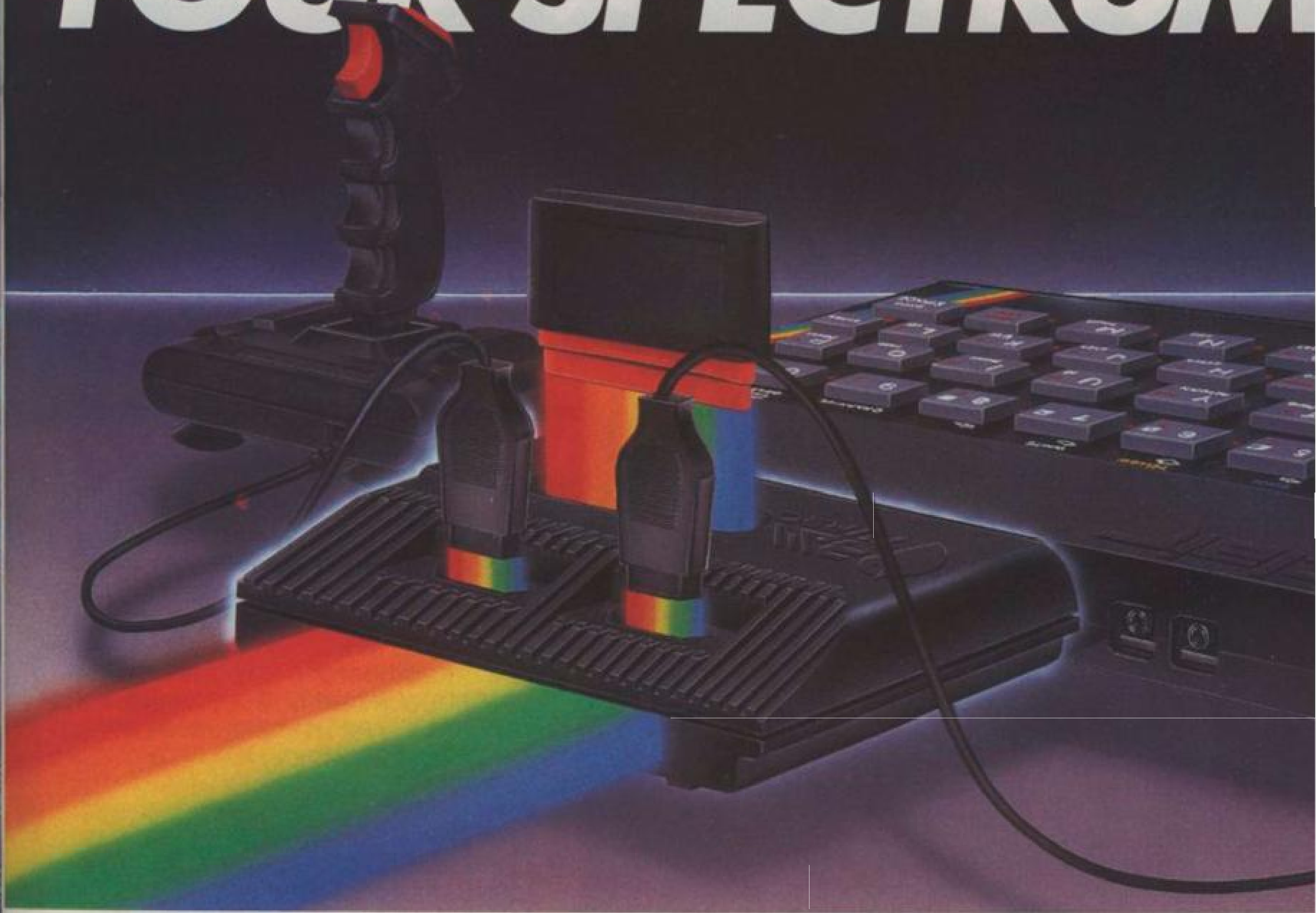

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GAME OF THE MONTH

RUNS ON A BBC MODEL B

BY CARL ROBERTSHAW

SUPER SHARKS

Super Sharks was written on a BBC model B, although it should run on the expanded model A and Electron, with changes to the sound and Mode 7 commands.

Super Sharks has been written in two parts. The first sets up the user-defined graphics and prints the game's instructions. It then loads the second part which contains the main body of the program.

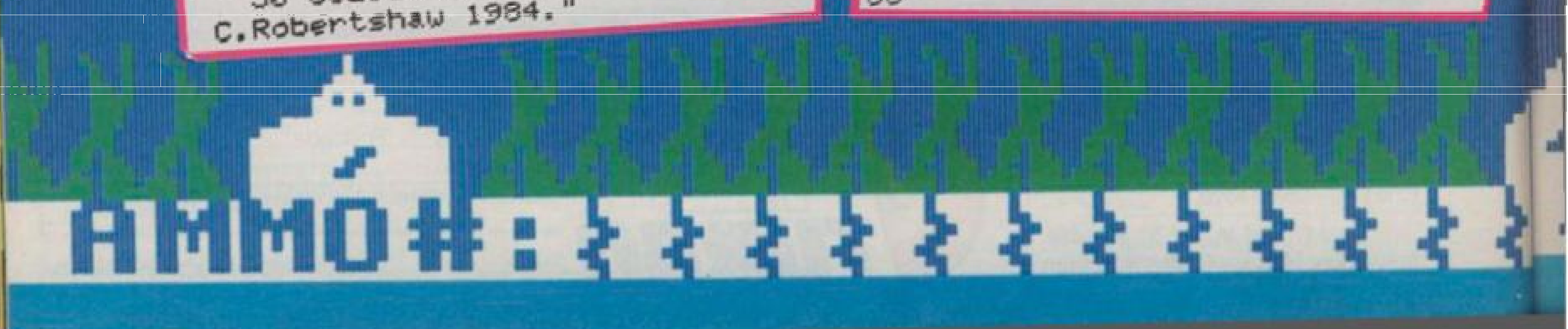
During the game you control a battery of three bases which you must use to shoot the sharks that are swimming beneath the ships, threatening to surface and gouge a hole in their hulls.

Shooting the sharks is made more difficult by ocean currents which can easily change the direction of the missile, sending it directly into one of the ships.

If you wish, you can make the game more difficult by substituting the number ten in line 100 for a five.

PART I

```
   10 REM (C) C.Robertshaw, Apri
l 1984.
   20 REM SUPER SHARKS V.1:BBC '
B'.
   30 MODE1:VDU19,0,1,0,0,0,19,1
,5,0,0,0
   40 PROCBLOT(304,800,"SUPER",3
):PROCBLOT(240,608,"SHARKS",3):P
ROCBLOT(144,424,STRING$(7,"="),2
)
   50 COLOUR3:PRINTTAB(8,18);"By
 C.Robertshaw 1984."
   60 PRINTTAB(12,28);"Press any
 key.":*FX15,1
   70 Rnd=RND(8)-1:IF Rnd=1 GOTO
70
   80 VDU19,3,Rnd;0;:I$=INKEY$(2
0):IF I$="" THEN 70
   90 VDU19,3,7;0;:*FX15,1
  100 COLOUR130:CLS:COLOUR0
  110 PROCInst
  120 PROCCHARS
  130 COLOUR130:CLS:COLOUR0
  140 PRINT:PRINT"PRESS PLAY ON
YOUR TAPE RECORDER."
  150 PRINT
  160 *TAPE
  170 CHAIN""
  180 END
  190 DEFPROCCHARS
  200 A$=STRING$(10," ")
  210 RESTORE230:FORN=141 TO 159
:READA$,A,B,C,D,E,F,G,H:VDU23,N,
A,B,C,D,E,F,G,H:NEXTN
  220 VDU23,128,0,0,0,0,96,240,2
49,255
  230 DATA"F-RAIL",0,0,0,255,106
,42,63,63,"BOW",31,31,15,7,3,1,0
,0,"F-CABIN",1,3,3,199,231,247,2
55,255,"HULL",255,255,255,255,25
5,255,255,63
  240 DATA"ROOF",0,0,0,7,0,192,2
31,255,"M-CABIN",204,140,12,255,
255,255,255,255,"CABIN &+",128,1
28,128,224,128,128,240,255,"B-CH
BIN",48,48,255,255,255,255,255,2
55
```



```
  250 DATA"LIGHT",0,0,0,0,0,96,2
24,224,"LB-CABIN",240,240,240,24
7,245,245,255,255,"B-RAIL",0,0,0
,255,85,85,255,255,"STERN",254,2
52,252,248,240,224,192,128
  260 DATA"TOP",0,0,16,16,56,124
,214,254,"L-SIDE",7,31,63,63,63,
63,63,63,"BLOCK",&FF,&FF,&FF,&FF
,&FF,&FF,&FF,&FF,"R-SIDE",192,24
0,248,248,248,248,248,248
  270 DATA"MISSLE",32,32,48,24,4
8,96,48,16,"WEED",0,2,34,18,18,2
6,30,28,"B-WEED",28,24,56,104,10
8,78,238,239
  280 BT$=CHR$(145)+CHR$(147)+CH
R$(149)+CHR$(10)+STRING$(5,CHR$(
8))+CHR$(141)+CHR$(143)+CHR$(146
)+CHR$(148)+CHR$(150)+CHR$(151)+
CHR$(10)+STRING$(6,CHR$(8))+CHR$
(142)+CHR$(144)+STRING$(3,CHR$(1
55))+CHR$(152)
  290 BS$=CHR$(153)+CHR$(10)+CHR
$(8)+CHR$(8)+CHR$(154)+CHR$(155)
+CHR$(156):MS$=CHR$(157):WD$=CHR
$(158)+CHR$(10)+CHR$(8)+CHR$(159
)
  300 ENDPROC
  310 DEFPROCBLOT(H,V,W$,C)
  320 VDU23,123,208,208,240,240,
208,208,0,0
  330 COLOUR1
  340 FOR N=1 TO LEN(W$)
  350 VDU4
  360 PRINTTAB(0,31);MID$(W$,N,1
);
  370 FORE=32 TO 0 STEP-4
  380 FORF=0 TO 32 STEP 2
  390 IF POINT(F,E)=1 VDU5:GCOL0
,C:MOVEH+F*4,V+E*6:PRINTCHR$(128
):GCOL0,0:PLOT69,F,E
  400 NEXT F:NEXT E
  410 H=H+128:IF H>=1278 H=0:V=V
-128
  420 NEXTN
  430 VDU4
  440 ENDPROC
  450 DEFPROCInst
  460 PRINTTAB(13,2);"!SUPER SHA
RKS!";TAB(12);STRING$(16,"~")
  470 COLOUR1
  480 PRINTTAB(2,4);"You control
 an undersea station, with 3 mis
sle bases for protection.  Your
   station is in constant need o
f supplies,which arrive in ships
.Unfortunately for you, your evi
l enemy has found out how  your
supplies arriv";
  490 PRINT"e, and has unleashed
 deadly,mechanical sharks, whose
 only aimin life is to wipe you
out.  Your only  defense is to f
ight back with the misslebases,
using keys 1 to 3 to FIRE bases
1to 3 respectively.";TAB(2);"Jus
t to make it ";
  500 PRINT"more difficult water
  currents upset your fire and c
an lead tothe distruction of you
r supply ships.";TAB(2);"You loo
se a life when you run out of  a
mmunition and can't get enogh su
pplies,when a shark dives to you
r station, or";
  510 PRINT"  when you sink all
your ships.";TAB(13,26);"GOOD LU
CK!":COLOUR0:PRINTTAB(12,29);"PR
ESS ANY KEY.":*FX15,1
  520 G=GET
  530 ENDPROC
```

PART II

```
   10 ENVELOPE1,8,1,0,0,1,0,0,12
7,-5,-1,-8,128,0
   20 ENVELOPE3,2,-1,0,0,50,0,0,
120,-1,0,-1,120,80
   30 MODE7:HI=3468:S=0:SR=1
   40 PROCs:MODE1:VDU23;8202;0;0
;0:PROCSC
   50 COLOUR128:COLOUR2:IF S%=1
PRINTTAB(H,V);SH$;TAB(H-1,V+2);"
 ";TAB(H-1,V);" ";TAB(H-1,V+1);"
 " ELSE PRINTTAB(H,V);SH$;TAB(H+
```

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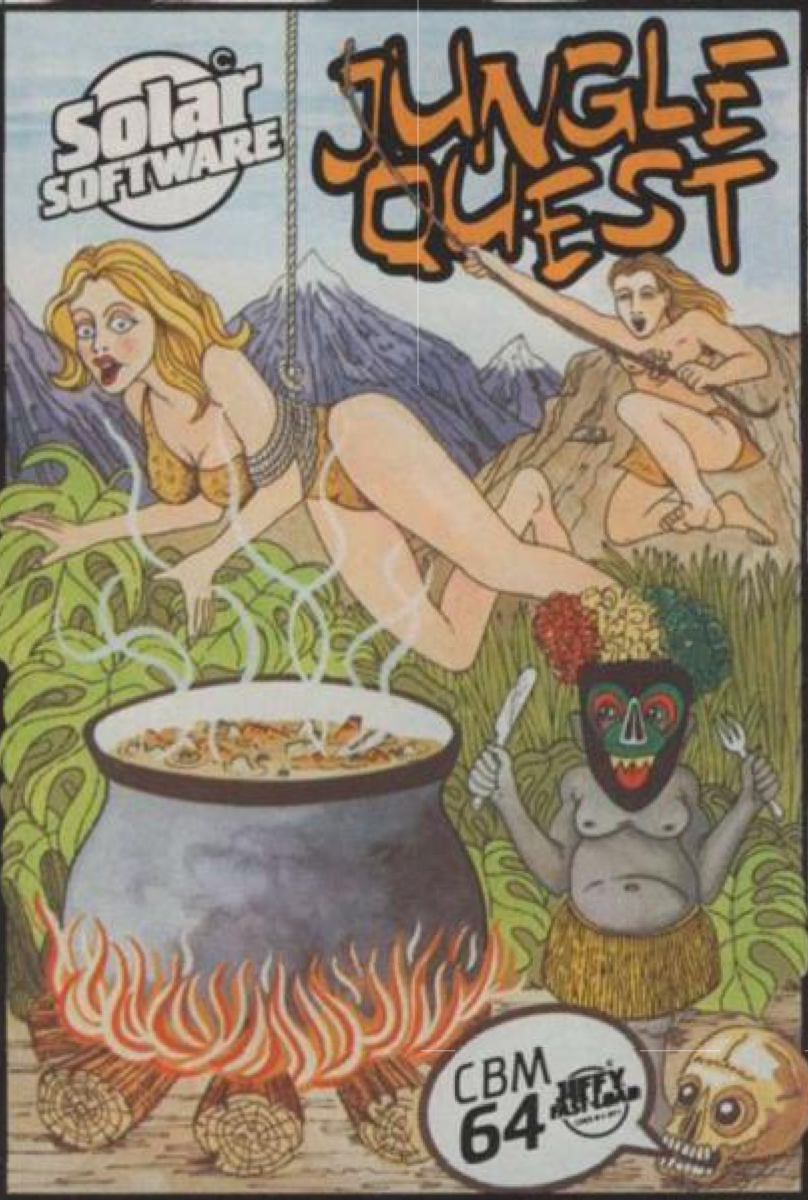
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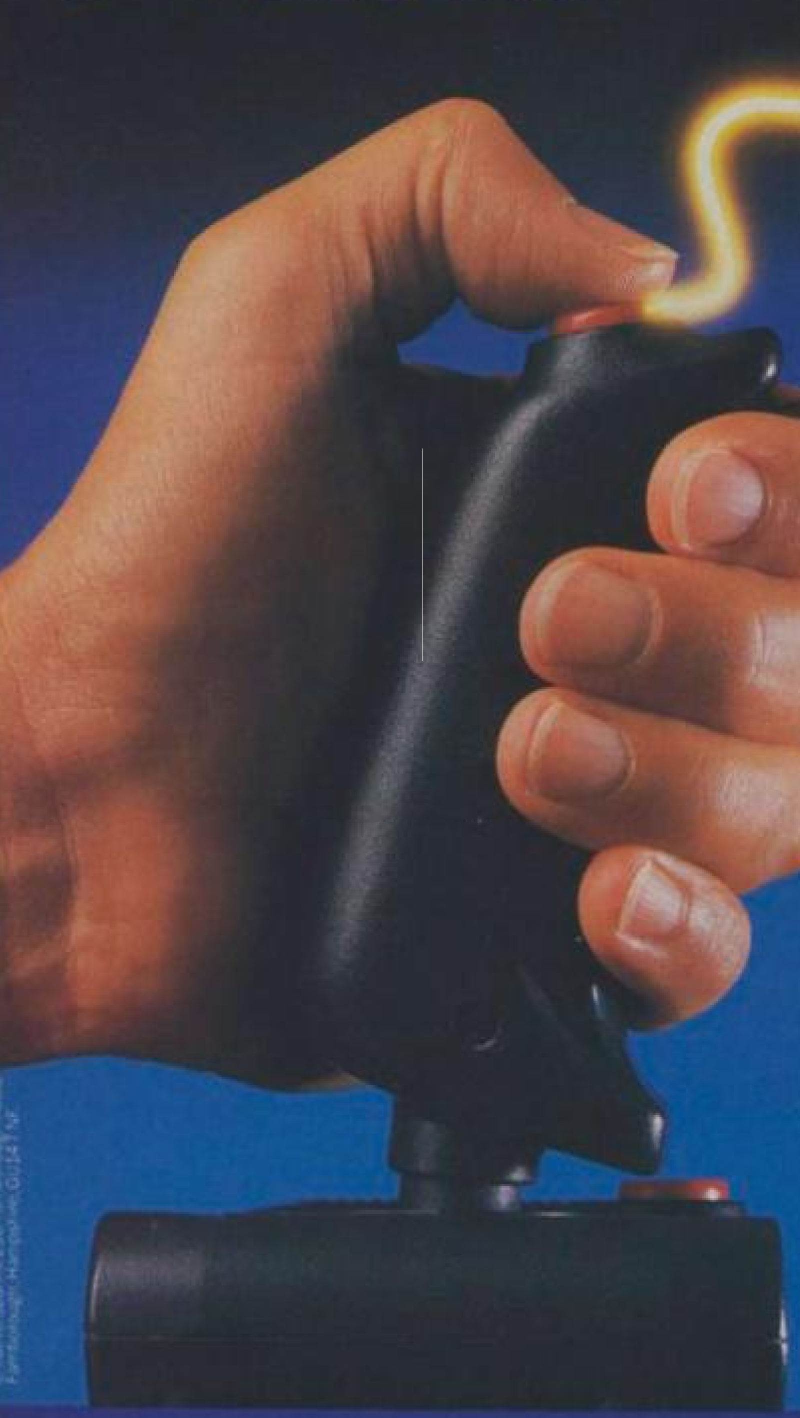

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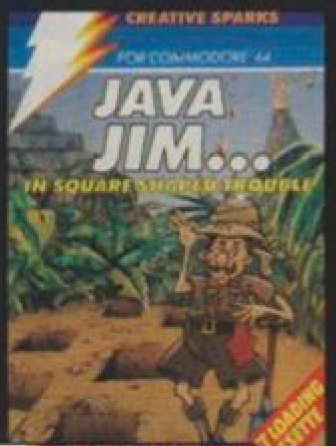
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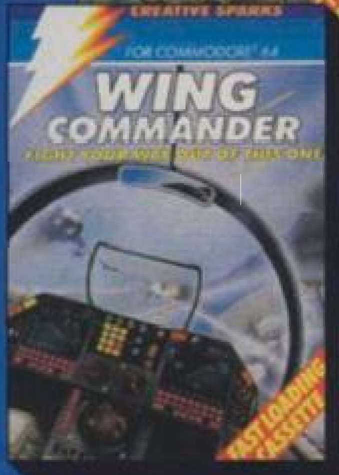
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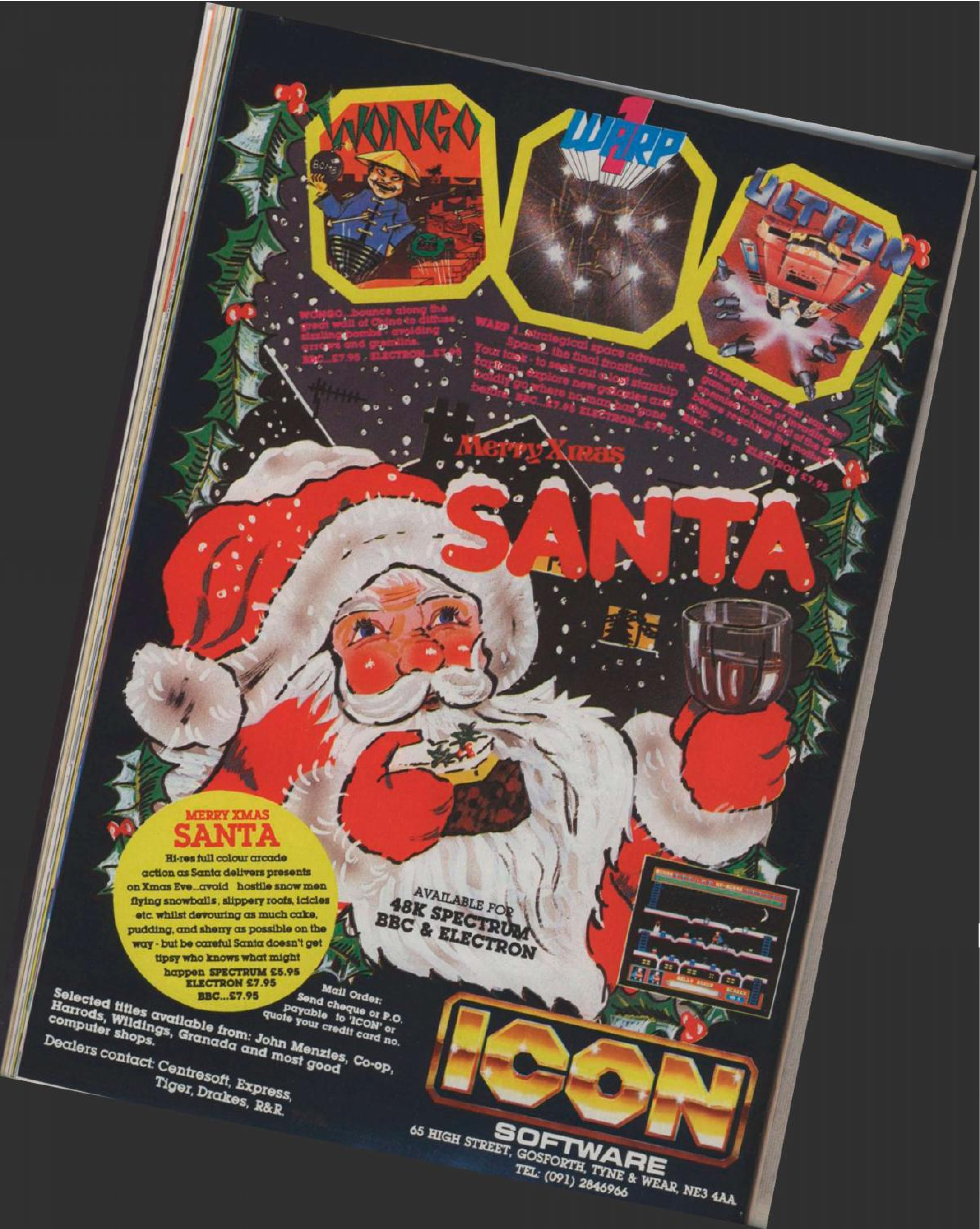

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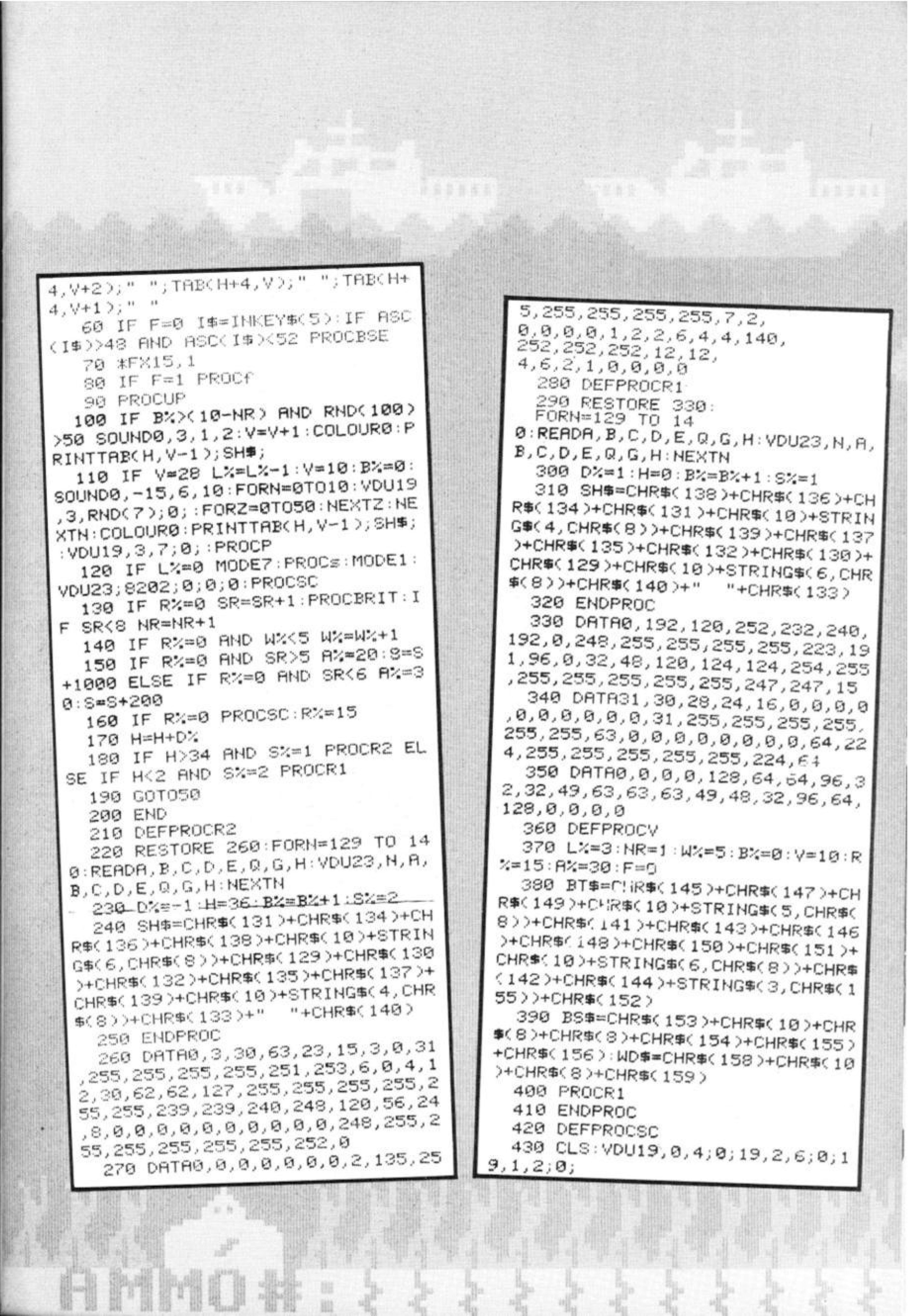


```
4,V+2);" ";TAB(H+4,V);" ";TAB(H+
4,V+1);" "
  60 IF F=0 I$=INKEY$(5):IF ASC
(I$)>48 AND ASC(I$)<52 PROCBSE
  70 *FX15,1
  80 IF F=1 PROCf
  90 PROCUP
 100 IF B%>(10-NR) AND RND(100)
>50 SOUND0,3,1,2:V=V+1:COLOUR0:P
RINTTAB(H,V-1);SH$;
 110 IF V=28 L%=L%-1:V=10:B%=0:
SOUND0,-15,6,10:FORN=0TO10:VDU19
,3,RND(7);0;:FORZ=0TO50:NEXTZ:NE
XTN:COLOUR0:PRINTTAB(H,V-1);SH$;
:VDU19,3,7;0;:PROCP
 120 IF L%=0 MODE7:PROCs:MODE1:
VDU23;8202;0;0;0:PROCSC
 130 IF R%=0 SR=SR+1:PROCBRIT:I
F SR<8 NR=NR+1
 140 IF R%=0 AND W%<5 W%=W%+1
 150 IF R%=0 AND SR>5 A%=20:S=S
+1000 ELSE IF R%=0 AND SR<6 A%=3
0:S=S+200
 160 IF R%=0 PROCSC:R%=15
 170 H=H+D%
 180 IF H>34 AND S%=1 PROCR2 EL
SE IF H<2 AND S%=2 PROCR1
 190 GOTO50
 200 END
 210 DEFPROCR2
 220 RESTORE 260:FORN=129 TO 14
0:READA,B,C,D,E,Q,G,H:VDU23,N,A,
B,C,D,E,Q,G,H:NEXTN
 230 D%=-1:H=36:B%=B%+1:S%=2
 240 SH$=CHR$(131)+CHR$(134)+CH
R$(136)+CHR$(138)+CHR$(10)+STRIN
G$(6,CHR$(8))+CHR$(129)+CHR$(130
)+CHR$(132)+CHR$(135)+CHR$(137)+
CHR$(139)+CHR$(10)+STRING$(4,CHR
$(8))+CHR$(133)+"  "+CHR$(140)
 250 ENDPROC
 260 DATA0,3,30,63,23,15,3,0,31
,255,255,255,255,251,253,6,0,4,1
2,30,62,62,127,255,255,255,255,2
55,255,239,239,240,248,120,56,24
,8,0,0,0,0,0,0,0,0,0,0,248,255,2
55,255,255,255,255,252,0
 270 DATA0,0,0,0,0,0,0,2,135,25
5,255,255,255,255,7,2,
0,0,0,0,1,2,2,6,4,4,140,
252,252,252,12,12,
4,6,2,1,0,0,0,0
 280 DEFPROCR1
 290 RESTORE 330:
 FORN=129 TO 14
0:READA,B,C,D,E,Q,G,H:VDU23,N,A,
B,C,D,E,Q,G,H:NEXTN
 300 D%=1:H=0:B%=B%+1:S%=1
 310 SH$=CHR$(138)+CHR$(136)+CH
R$(134)+CHR$(131)+CHR$(10)+STRIN
G$(4,CHR$(8))+CHR$(139)+CHR$(137
)+CHR$(135)+CHR$(132)+CHR$(130)+
CHR$(129)+CHR$(10)+STRING$(6,CHR
$(8))+CHR$(140)+"  "+CHR$(133)
 320 ENDPROC
 330 DATA0,192,120,252,232,240,
192,0,248,255,255,255,255,223,19
1,96,0,32,48,120,124,124,254,255
,255,255,255,255,255,247,247,15
 340 DATA31,30,28,24,16,0,0,0,0
,0,0,0,0,0,0,31,255,255,255,255,
255,255,63,0,0,0,0,0,0,0,64,22
4,255,255,255,255,255,224,64
 350 DATA0,0,0,0,128,64,64,96,3
2,32,49,63,63,63,49,48,32,96,64,
128,0,0,0,0
 360 DEFPROCV
 370 L%=3:NR=1:W%=5:B%=0:V=10:R
%=15:A%=30:F=0
 380 BT$=CHR$(145)+CHR$(147)+CH
R$(149)+CHR$(10)+STRING$(5,CHR$(
8))+CHR$(141)+CHR$(143)+CHR$(146
)+CHR$(148)+CHR$(150)+CHR$(151)+
CHR$(10)+STRING$(6,CHR$(8))+CHR$
(142)+CHR$(144)+STRING$(3,CHR$(1
55))+CHR$(152)
 390 BS$=CHR$(153)+CHR$(10)+CHR
$(8)+CHR$(8)+CHR$(154)+CHR$(155)
+CHR$(156):WD$=CHR$(158)+CHR$(10
)+CHR$(8)+CHR$(159)
 400 PROCR1
 410 ENDPROC
 420 DEFPROCSC
 430 CLS:VDU19,0,4;0;19,2,6;0;1
9,1,2;0;
```

```
  440 COLOUR130:CLS:COLOUR0:PRIN
TTAB(0,8);STRING$(40,CHR$(128));
:FOR N=9 TO 29:PRINTSTRING$(40,C
HR$(155));:NEXTN
  450 PROCP
  460 COLOUR128:COLOUR1
  470 PRINTTAB(0,28);STRING$(4,C
HR$(158));TAB(0,29);STRING$(4,CH
R$(159));TAB(7,28);STRING$(12,CH
R$(158));TAB(7,29);STRING$(12,CH
R$(159));TAB(22,28);STRING$(12,C
HR$(158));TAB(22,29);STRING$(12,
CHR$(159));TAB(37,28);STRING$(3,
CHR$(158));
  480 PRINTTAB(37,29);STRING$(3,
CHR$(159));
  490 PROCW
  500 COLOUR0:COLOUR131:GCOL0,0:
FORN=1 TO 3:PRINTTAB(1,N);STRING
$(38," ");:NEXTN
  510 MOVE30,995:DRAW1251,995:DR
AW1251,895:DRAW30,895:DRAW30,995
:PRINTTAB(1,1);"SCORE:";TAB(1,3)
;"HI-SCORE:";TAB(16,1);"Sharks l
eft";TAB(29,1);"SCREEN:";TAB(29,
3);"LIVES:";
  520 ENDPROC
  530 DEFPROCP
  540 COLOUR128:COLOUR3:PRINTTAB
(5,28);BS$;TAB(20,28);BS$;TAB(35
,28);BS$;:COLOUR131:COLOUR0:PRIN
TTAB(0,30);"  AMMO#:";STRING$(A%
,CHR$(157));"  ";
  550 GCOL0,0:VDU5:MOVE160,80:PR
INT"'":MOVE634,80:PRINT"'":MOVE6
44,80:PRINT"'":MOVE1110,80:PRINT
"'":MOVE1120,80:PRINT"'":MOVE113
0,80:PRINT"'":VDU4
  560 ENDPROC
```

```
  570 DEFPROCW
  580 GCOL3,1:VDU5
  590 IF W%=1 MOVE640,816:PRINTB
T$ ELSE IF W%=2 MOVE870,816:PRIN
TBT$:MOVE350,816:PRINTBT$ ELSE I
F W%=3 MOVE 640,816:PRINTBT$:MOV
E290,816:PRINTBT$:MOVE990,816:PR
INTBT$
  600 IF W%=4 MOVE760,816:PRINTB
T$:MOVE1000,816:PRINTBT$:MOVE220
,816:PRINTBT$:MOVE470,816:PRINTP
T$
  610 IFW%=5 MOVE640,816:PRINTBT
$:MOVE160,816:PRINTBT$:MOVF400,8
16:PRINTBT$:MOVE860,816 PRINTBT$
:MOVE1100,816:PRINTPT$
  620 VDU4:ENDPROC
  630 DEFPROCt
  640 COLUUR128:IF M%<27 PRINTTA
B(P%-1,M%+1);"   ";
  650 IF M%/2=INT(M%/2) THEN VDU
23,157,8,24,48,24,12,24,16,16 EL
SE VDU23,157,32,32,48,24,48,96,4
8,16
  660 COLOUR128:COLOUR1:PRINTTAB
(P%,M%);CHR$(157);
  670 IF M%<=8 COLOUR0:COLOUR130
:PRINTTAB(P%,M%);CHR$(128);:F=0:
ENDPROC
  680 IF M%=V PROCch
  690 IF M%=9 AND POINT(P%*32+16
,(31-M%)*32+32)=1 PROCht
  700 P%=P%+MO:M%=M%-1:IF P%>38
P%=38 ELSE IF P%<1 P%=1
  710 O=RND(100):IF O>95 AND (MO
=1 OR MO=-1) THEN MO=0
  720 IF O<5 AND MO=0 MO=1
  730 IF (O>46 AND O<54) AND MO=
0 MO=-1
  740 ENDPROC
  750 DEFPROCNO
  760 IF A%=-1 AND W%<3 L%=L%-1
  770 IF A%=-1 F=0:A%=(6*W%)
  780 COLOUR0:COLOUR131:PRINTTAB
(8,30);STRING$(A%,CHR$(157));
  790 IF W%=0 W%=5:PROCW:F=0
```

'PSST!

...ELLO JON GOTTA NEW COMPUTA'

COMMODORE user
PLUS/4 – THE SOFT SIDE

Games Extra

So now you've got a new Commodore computer what are you going to do with it? We have the answer and it won't cost you a penny.

The January edition of COMMODORE USER has a FREE 36 page Games Extra. It contains six super listings for the 64, many written by professional authors for companies like Melbourne House and McGraw Hill. Shiver in Dracula's Nightmare, discover the North-West Passage in Francis Drake's Adventure or dodge the avalanche in Everest.

We haven't forgotten Vic owners either. Bricky, Beeglebug or dodge the traffic with Hoppa. All are published complete with our 'Easy–Enter' technique exclusively developed for COMMODORE USER.

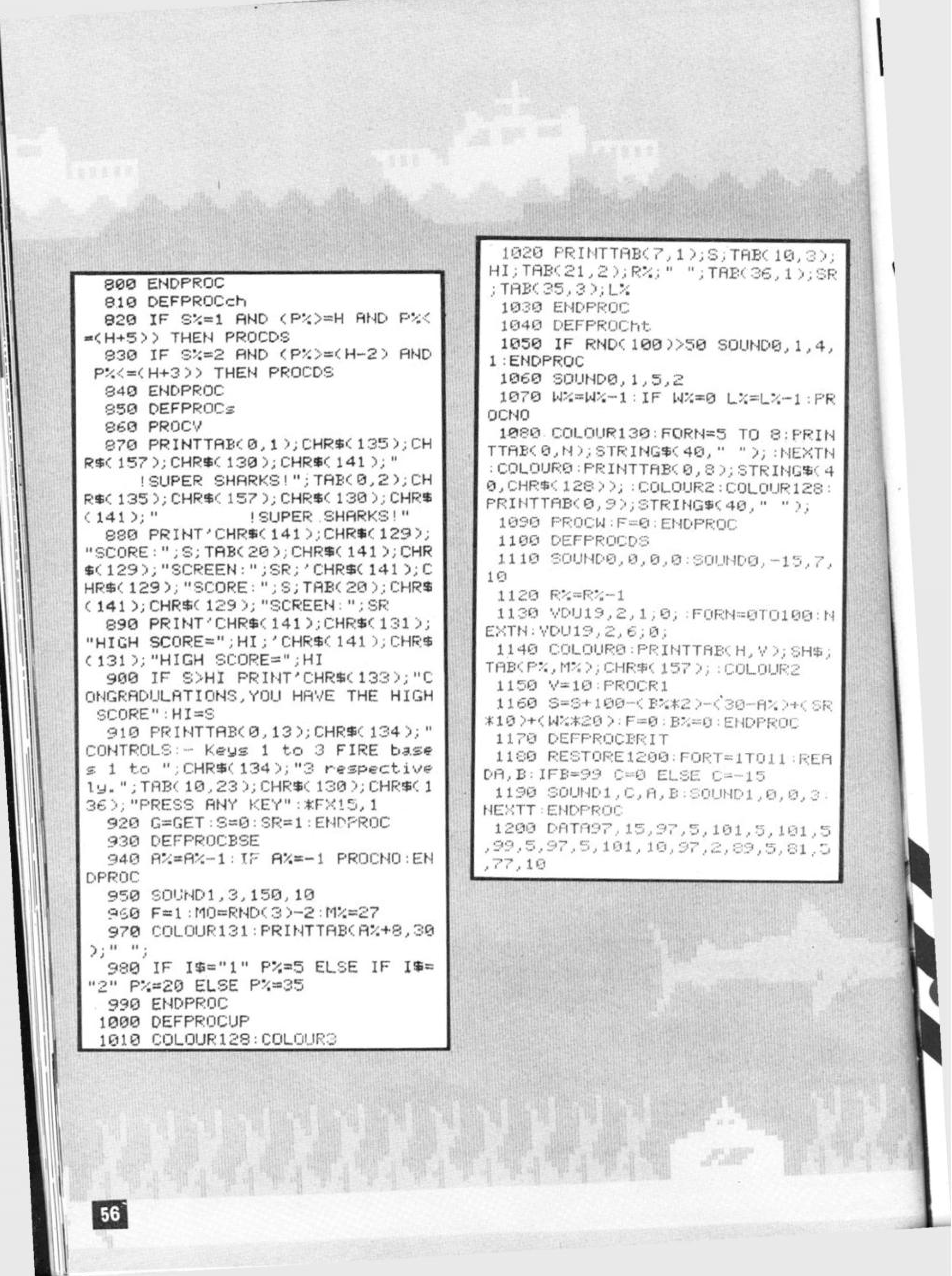
Look out for the January issue of COMMODORE USER. AT YOUR NEWSAGENT FROM THE 22ND OF DECEMBER.

The Complete Commodore Software Guide

Not content with one free gift, our February edition contains a 36 page Complete Commodore Software Guide. We list over a thousand programs, with prices. Whatever the software package you are after for your Commodore — from Jet Set Willy to word processors — The Complete Commodore Software Guide is the place to start.

On sale Jan 26th 1985.

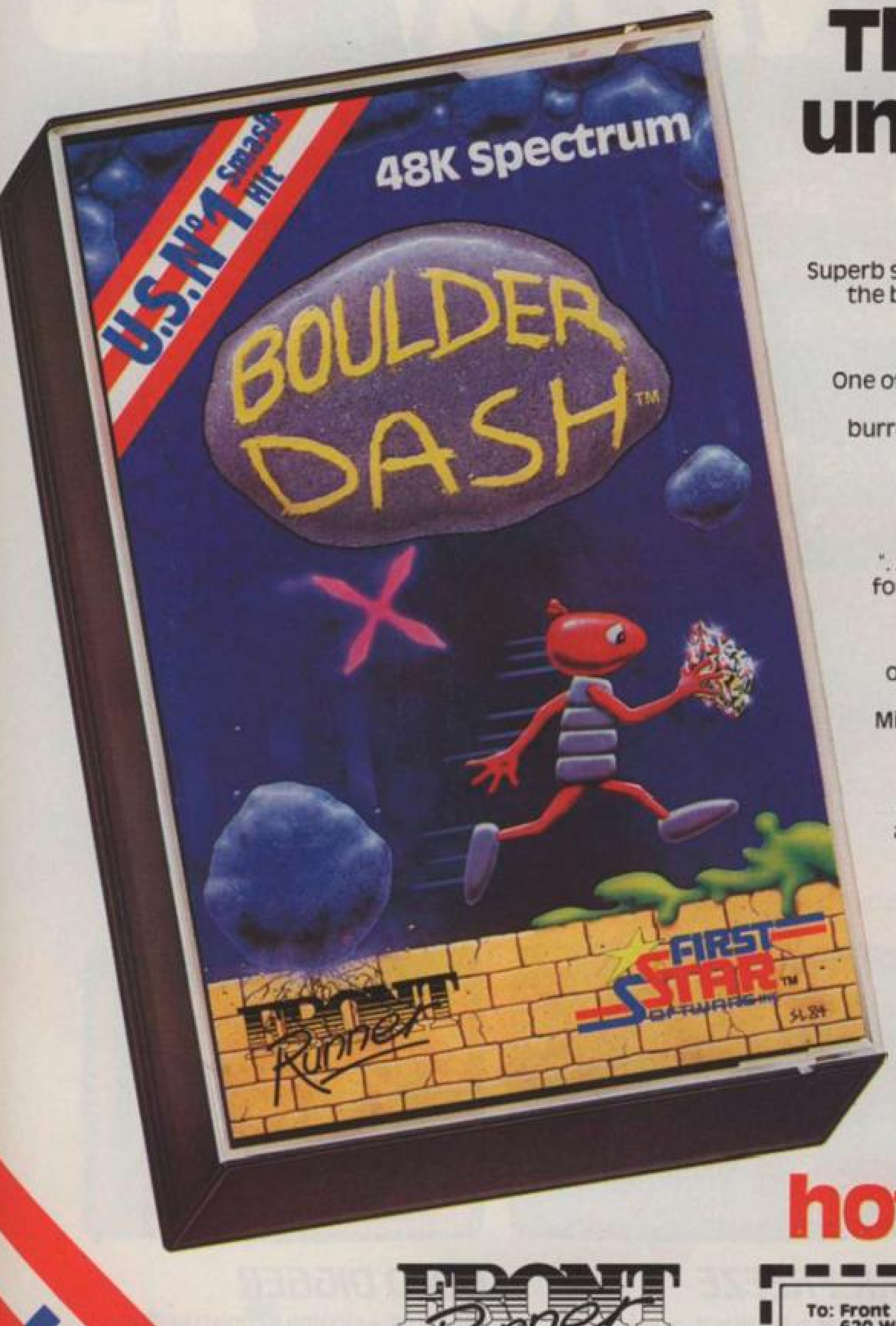
COMMODORE user



```
  800 ENDPROC
  810 DEFPROCch
  820 IF S%=1 AND (P%>=H AND P%<
=(H+5)) THEN PROCDS
  830 IF S%=2 AND (P%>=(H-2) AND
 P%<=(H+3)) THEN PROCDS
  840 ENDPROC
  850 DEFPROCs
  860 PROCV
  870 PRINTTAB(0,1);CHR$(135);CH
R$(157);CHR$(130);CHR$(141);"
     !SUPER SHARKS!";TAB(0,2);CH
R$(135);CHR$(157);CHR$(130);CHR$
(141);"            !SUPER SHARKS!"
  880 PRINT'CHR$(141);CHR$(129);
"SCORE:";S;TAB(20);CHR$(141);CHR
$(129);"SCREEN:";SR;'CHR$(141);C
HR$(129);"SCORE:";S;TAB(20);CHR$
(141);CHR$(129);"SCREEN:";SR
  890 PRINT'CHR$(141);CHR$(131);
"HIGH SCORE=";HI;'CHR$(141);CHR$
(131);"HIGH SCORE=";HI
  900 IF S>HI PRINT'CHR$(133);"C
ONGRADULATIONS,YOU HAVE THE HIGH
 SCORE":HI=S
  910 PRINTTAB(0,13);CHR$(134);"
CONTROLS:- Keys 1 to 3 FIRE base
s 1 to ";CHR$(134);"3 respective
ly.";TAB(10,23);CHR$(130);CHR$(1
36);"PRESS ANY KEY":*FX15,1
  920 G=GET:S=0:SR=1:ENDPROC
  930 DEFPROCBSE
  940 A%=A%-1:IF A%=-1 PROCNO:EN
DPROC
  950 SOUND1,3,150,10
  960 F=1:MO=RND(3)-2:M%=27
  970 COLOUR131:PRINTTAB(A%+8,30
);" ";
  980 IF I$="1" P%=5 ELSE IF I$=
"2" P%=20 ELSE P%=35
  990 ENDPROC
 1000 DEFPROCUP
 1010 COLOUR128:COLOUR3
```

```
 1020 PRINTTAB(7,1);S;TAB(10,3);
HI;TAB(21,2);R%;" ";TAB(36,1);SR
;TAB(35,3);L%
 1030 ENDPROC
 1040 DEFPROCht
 1050 IF RND(100)>50 SOUND0,1,4,
1:ENDPROC
 1060 SOUND0,1,5,2
 1070 W%=W%-1:IF W%=0 L%=L%-1:PR
OCNO
 1080 COLOUR130:FORN=5 TO 8:PRIN
TTAB(0,N);STRING$(40," ");:NEXTN
:COLOUR0:PRINTTAB(0,8);STRING$(4
0,CHR$(128));:COLOUR2:COLOUR128:
PRINTTAB(0,9);STRING$(40," ");
 1090 PROCW:F=0:ENDPROC
 1100 DEFPROCDS
 1110 SOUND0,0,0,0:SOUND0,-15,7,
10
 1120 R%=R%-1
 1130 VDU19,2,1;0;:FORN=0TO100:N
EXTN:VDU19,2,6;0;
 1140 COLOUR0:PRINTTAB(H,V);SH$;
TAB(P%,M%);CHR$(157);:COLOUR2
 1150 V=10:PROCR1
 1160 S=S+100-(B%*2)-(30-A%)+(SR
*10)+(W%*20):F=0:B%=0:ENDPROC
 1170 DEFPROCBRIT
 1180 RESTORE1200:FORT=1TO11:REA
DA,B:IFB=99 C=0 ELSE C=-15
 1190 SOUND1,C,A,B:SOUND1,0,0,3:
NEXTT:ENDPROC
 1200 DATA97,15,97,5,101,5,101,5
,99,5,97,5,101,10,97,2,89,5,81,5
,77,10
```

Now on 48K Spectrum



The ultimate underground adventure

Superb scroll routine, described by experts as one of the best pieces of Spectrum programming ever! Sixteen mystical caves, 5 levels of play, joystick or keyboard options.

One of the toughest tests of strategy and reflexes ever! Starring "Rockford" TM the incorrigible burrowing bug in his restless quest for gleaming jewels.

U.S. Reviews

"... Boulder Dash should be leading contender for anybody's action-game-of-the-year award."
Burt Hochberg **GAMES Magazine**

"... a magical mix of challenge, charm and originality ... easily one of the best computer games of the year."
Michael Blanchet **Chicago Tribune Syndicate**

"This game will be mentioned in my will ... what silicon is and integrated circuits were always meant to be ... subtle brilliance and unceasing magic ... in a class by itself ..."
Craig Holyoak **Deseret News**

"First Star has done a first-rate job on BOULDER DASH ... the graphics are dazzling ..."
The Video Game Update

"BOULDER DASH takes the cake ... the overall quality is excellent ..."
John Skoog **K-Power Magazine**

This one's hot for Xmas!

U.S. Nº1 Smash Hit

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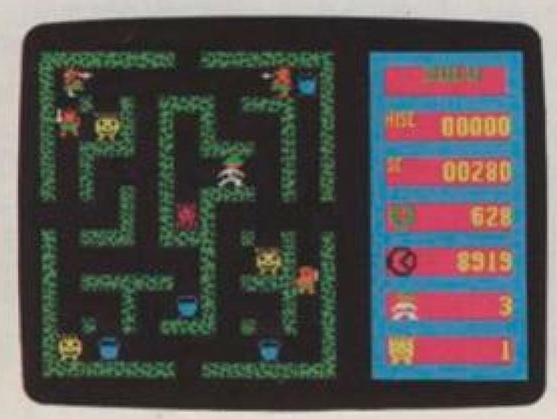
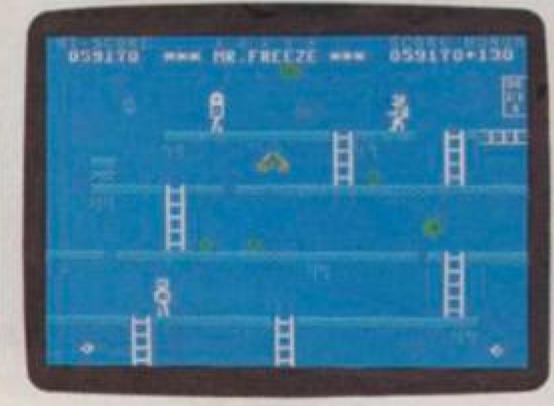
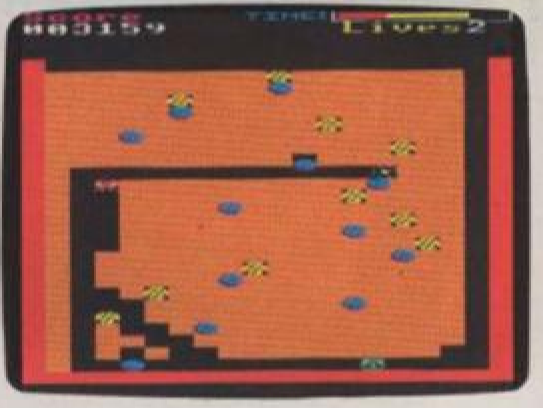
The difference is that our packs show the high quality you'll see on the screen when you play, so you know exactly what you're buying.

Here's a sneak look at three of the NEW games:







ZULU

Wyatt Hunter has travelled through time to the centre of an ancient tribal maze, seeking a priceless collection of 100 Zulu masks. Armed with a powerful force field and forewarned of the magic and dangers involved, can our intrepid hero survive???

MR. FREEZE

Mr Freeze is faced with a real challenge. Armed with a flame thrower he has to determine a route through the fridge and de-ice each of its six compartments. This involves jumping over ice cubes and gaps between the shelves, and avoiding flying food, lasers and guardian robots. You'll need all your cunning, timing and skill to prevent Mr Freeze from being turned into ice. B-R-R-R!!!

GOLD DIGGER

OK sport, welcome to down under. Time was when those pesky misers weren't chasin' us around and things were a sight easier. Droppin' rocks on 'em will slow 'em down some!

Look out for these games in the FIREBIRD silver range at selected high street stores.

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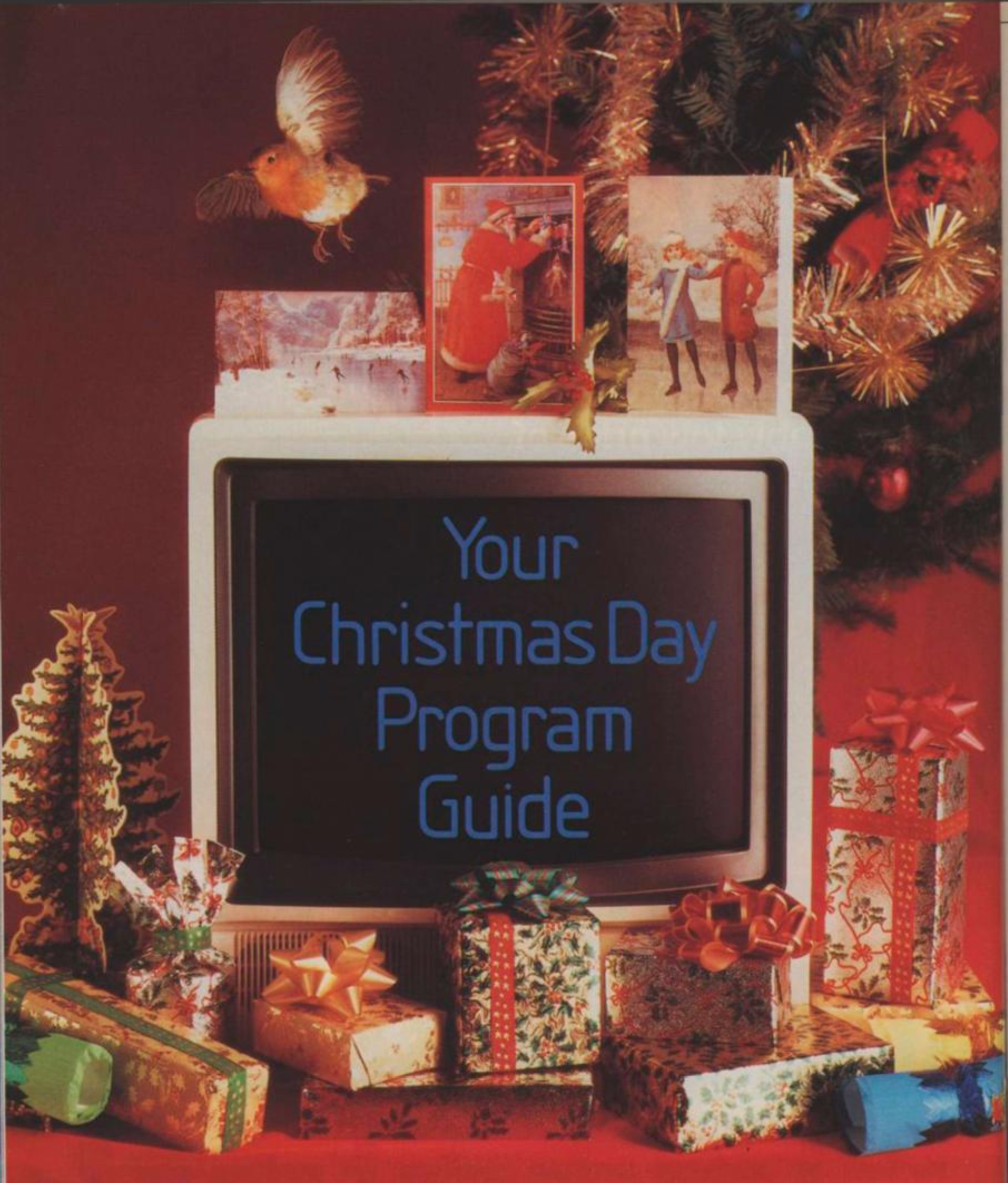


Acornsoft announce tidings of great joy for both BBC Micro and Electron owners: eight brand new programs for Christmas.

Each one makes an ideal stocking filler.

They're all available at your local Acornsoft stockist. For the address or to order by credit card simply ring 0933 79300.

Or you can send off for our catalogue by writing to Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2RL.

Alternatively, however, you could always take a chance and drop a line to Father Christmas.

ACORNSOFT

Software for the BBC Micro and Electron.

9.00 Firebug

A fast moving arcade-type game in which you are a fireman, trying to rescue some oil drums and take them to the safety of a water tank. Your opponent is the firebug who runs around lighting fires which move slowly towards the drums and fire extinguishers, destroying them if contact is made.

10.00 Maze

A gripping graphics game where you enter a top secret installation with the aim of stealing secrets from a rival company. The security system, however, has many levels each consisting of a maze of corridors patrolled by armed robot guards. Complete with full colour 3-D graphics, sound effects and a high score table.

12.00 Elite

A superb 3-dimensional graphics game that's light years ahead of any other. You are a space trader who roams the universe, making your living from buying and selling cargo in your Cobra space craft. On your travels, you will encounter aggressors who are eager to put an end to your dealings. Be warned, only the fittest will survive.

1.00 Crazy Tracer

A crazy adventure in which you guide a paint roller round the edge of a maze of rectangles, while avoiding the monsters which are trying to stop you by crushing the roller. Beware – as the game progresses, so the number of monsters chasing you will increase.

3.00 Go

'Go' is a board game for two players which originated in China 3000 years ago and is now more popular than Chess in the Far East. It requires strategic insight, intuition and a strong, calculating mind. If you wish, you can also challenge the computer at differing degrees of difficulty. A velly good game indeed.

4.00 Watch Your Weight

At last, a weight-loss program designed especially for you. With it, your computer becomes an expert wholly conversant with and sympathetic to your needs, and will help you choose an appropriate and individual weight-loss plan. The program also includes a calorie counter and a series of apposite menu suggestions to help stimulate your imagination when you just can't think what to eat.

5.00 The Complete Cocktail Maker

With everything from a Black Russian to a Betsy Ross, this program contains data sufficient to concoct a staggering 320 different cocktails.

6.00 Paul Daniels' Magic Show

Stun and amaze your friends with your astounding feats of magic. This program contains ten tricks to be performed by or with your BBC Micro/Electron. Hurry though – it's bound to disappear fast.

```
1 REM"64-SYNTH"
5 V=54272:VO(0)=1:OC=4
15 GOSUB595
18 GOSUB800
20 GOSUB505
25 GETKY$:IFKY$=""THEN25
26 K=PEEK(197):PS=PEEK(653)
60 IF K=1 THEN POKEV+24,0:GOTO250
65 IFK=46THENOC=OC/2:IFOC<1THENOC=1
67 IFK=35THENPOKEV+24,0:GOTO25
70 IFK=54THENOC=OC*2:IFOC>64THENOC=64
75 IFK=49THENGL=1-GL
80 IFK=53THENGR=GR+1:IFGR>8THENGR=0
90 F=N(K):LK=K:LS=PS
95 IF F=0 THEN 25
100 IF (F>0ANDF<9)THEN 225
105 F=F*(4/OC)
110 IFGLANDGR>0ANDZ<>FANDVO(0)=1THEN455
120 IF PS=1 THEN F=INT(F*2↑(1/12))
130 F1=INT(F/256)
135 F2=F-F1*256
136 POKEV+24,15
140 FOR I=0 TO 2
145 IF VO(I)=0THENPOKE V+I*7,0:POKEV+I*7
+1,0:GOTO180
150 POKE V+I*7+4,0
155 POKE V+I*7+4,W(I)*16+RM(I)*2+SY(I)*4
+1
160 IFRM=1THENPOKEV+4,W(0)*16+4
165 POKE V+I*7,F2
170 IFF1>255THEN180
175 POKE V+I*7+1,F1
```

```
180 NEXTI
185 Z=F
190 GOTO 25
195 FOR I=0 TO 2
200 POKE V+I*7,0
205 POKE V+I*7+1,0
210 POKE V+I*7+4,W(I)*16
215 NEXT I
220 GOTO 25
225 F=F-1
230 FOR I=0 TO 2
235 VO(I)=(FAND2↑I)/2↑I
~~240 NEXT:I~~
245 GOTO 25
250 PRINT"■"
255 PRINT "▙                XOICE 1   XOICE
2   XOICE 3"
260 FORI=1TO10:GETKY$:NEXT
265 PRINT "■OAVEFORM";TAB(12);W$(0);TAB(
22);W$(1);TAB(32);W$(2)
270 PRINT "♠TT/─EC";TAB(13);AD(0);TAB(23
);AD(1);TAB(32);AD(2)
275 PRINT "♥US/_EL";TAB(13);SR(0);TAB(23
);SR(1);TAB(32);SR(2)
280 PRINT "⌉ULSE |I";TAB(13);PH(0);TAB(2
3);PH(1);TAB(32);PH(2)
285 PRINT "⌉ULSE LO";TAB(13);PL(0);TAB(2
3);PL(1);TAB(32);PL(2)
290 PRINT "_ING \OD";TAB(13);RM(0);TAB(2
3);RM(1);TAB(32);RM(2)
295 PRINT "♥YNC     ";TAB(13);SY(0);TAB(2
3);SY(1);TAB(32);SY(2)
300 PRINT"■─O YOU WANT TO CHANGE ANY VAL
UES (|/)?"
305 GETCH$:IFCH$="N"THEN20
310 IFCH$<>"Y"THEN305
315 PRINT"■OHICH VOICE (1, 2 OR 3)?"
320 GETVC$:IFVC$=""THEN320
325 IFVC$="1"THENPRINT"XOICE 1":VC=0:GOT
O 345
330 IFVC$="2"THENPRINT"XOICE 2":VC=1:GOT
O 345
335 IFVC$="3"THENPRINT"XOICE 3":VC=2:GOT
O 345
340 GOTO 320
345 PRINT "■OAVEFORM (|, ♥, ⌉, OR /)?"
350 GETWF$:IFWF$=""THEN 350
355 IFWF$="T"THENPRINT"|RIANGLE":W(VC)=1
:W$(VC)="|RIANGLE":GOTO 380
360 IFWF$="S"THENPRINT"♥AWTOOTH":W(VC)=2
:W$(VC)="♥AWTOOTH":GOTO 380
365 IFWF$="P"THENPRINT"⌉ULSE":W(VC)=4:W$
(VC)="⌉ULSE":GOTO 380
370 IFWF$="N"THENPRINT"/OISE":W(VC)=8:W$
(VC)="/OISE":GOTO 380
375 GOTO 350
380 INPUT "♠TTACK/─ECAY";AD(VC):IFAD(VC)
<0ORAD(VC)>255THENPRINT"□□":GOTO 380
```

Illustration: Dorian Cross

64 SYNTH

The Commodore 64 has been praised many times for its graphics, ease of use and cheap price. But one of its more remarkable features, the sound generator, has received very little press.

Fortunately, Matthew Harding has written a synthesiser program for *C&VG* which exploits the 64's sound capabilties to their full and, we think, stands up well against most professional music packages.

Some of the features that are contained in the synthesiser include up to three separate voices playing simultaneously, a five octave range and the ability to define your own "envelopes" to produce sound like a guitar or a piano and create complex drum beats.

Getting to grips with 64-Synth will take some time, but do perservere — it'll be worth it.

Do remember to tune in your TV set properly and turn the volume up.

RUNS ON A COMMODORE 64

BY MATTHEW HARDING

```
385 INPUT "♥USTAIN/_ELEASE";SR(VC):IFSR(
VC)<0ORSR(VC)>255THENPRINT"◘◘":GOTO 385
390 INPUT "┐ULSE |I",PH(VC):IFPH(VC)<0OR
PH(VC)>255THENPRINT"◘◘":GOTO 390
395 INPUT "┐ULSE LI";PL(VC):IFPL(VC)<0OR
PL(VC)>255THENPRINT"◘◘":GOTO 395
400 INPUT "_ING \OD";RM(VC):IFRM(VC)<0OR
RM(VC)>1THENPRINT"◘◘":GOTO.400
405 INPUT "♥YNC";SY(VC):IFSY(VC)<0ORSY(V
C)>1THENPRINT"◘◘":GOTO 405
410 GOTO 250
415 RETURN
420 FORI=0TO2
425 IFVO(I)=0THEN435
430 POKEV+I*7+4,W(I)*16+2
435 NEXTI
440 IFPEEK(197)=64THEN420
445 GOTO25
450 W(0)=1:POKEV+4,W(0)*16+5:V(2)=1:GOTO
25
455 IFZ>FTHENFR=-1:GOTO465
460 FR=1
465 FORI=ZTOFSTEPFR*GR*64
470 F1=INT(I/256)
475 F2=I-F1*256
480 IFRM=1THENPOKEV+4,W(0)*16+5
485 POKE V,F2
490 IFF1>255ORF1<0THEN500
495 POKE V+1,F1
500 NEXTI:Z=I:GOTO130
```

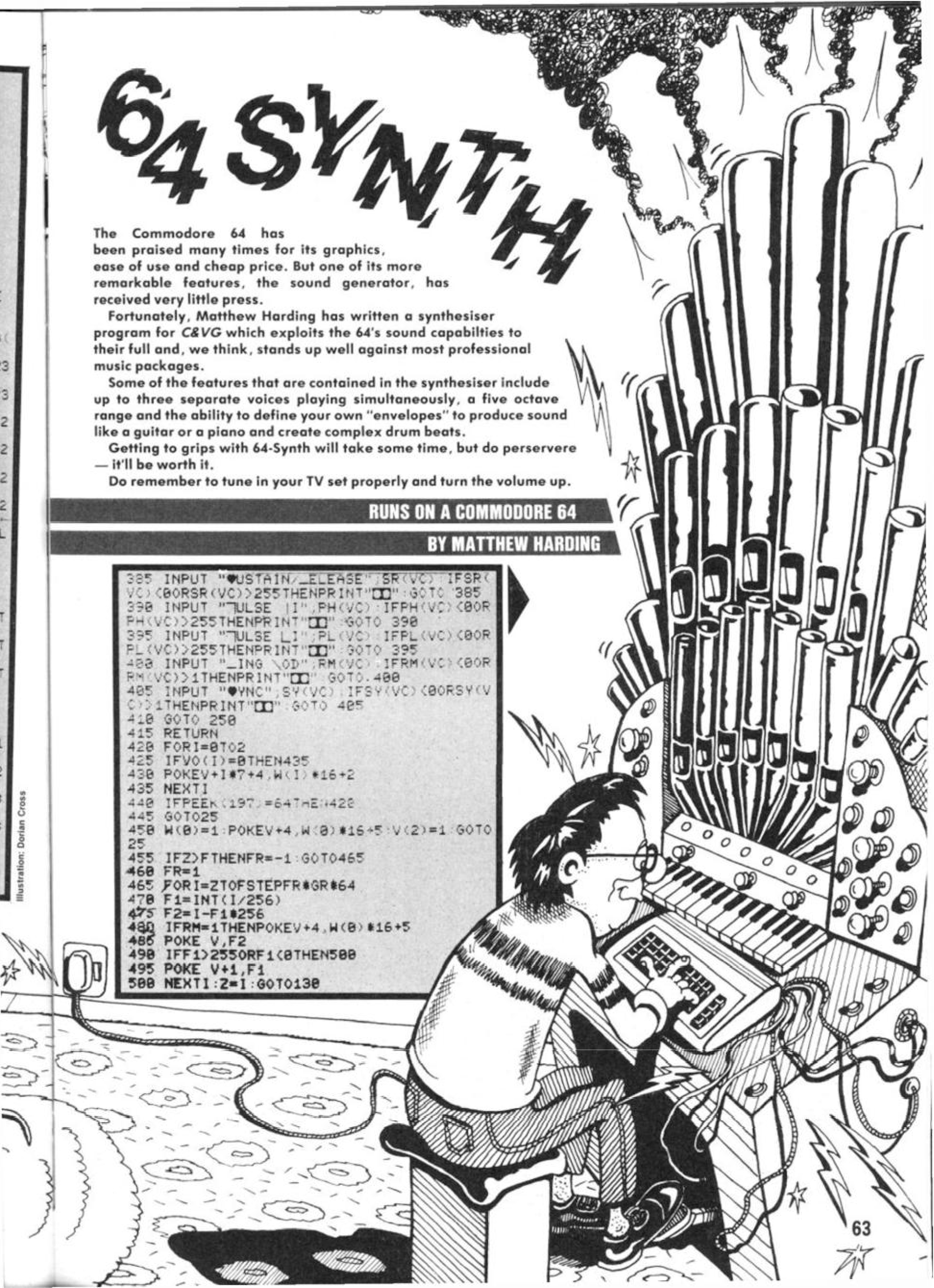
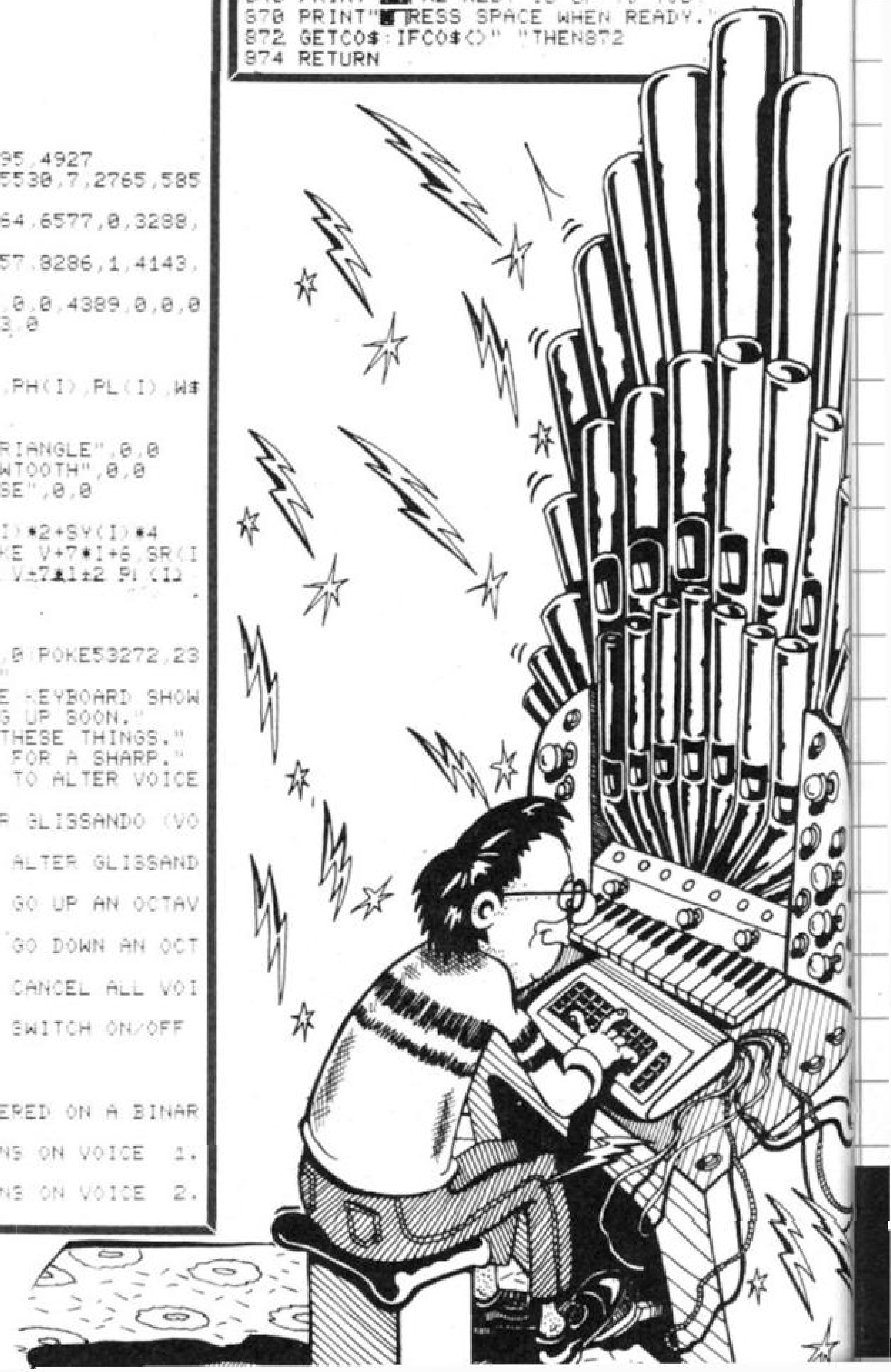


Illustration: Dorian Cross

```
505 POKE 53280,0:POKE 53281,0:POKE 53272
,23
510 PRINT"██***********     64-♥YNTHESISER
 **********█"
515 PRINT"█***********     \. |ARDING
 **********"
520 PRINT" ┐LAY USING THE KEYS █ Q W E R
 T Y U I "
521 PRINT"                              █
 "
525 PRINT"                              █ A S D F
 G H J K "
526 PRINT"                              █
 "
530 PRINT"                              █ Z X C V
 B N M , "
531 PRINT"                              █
      █"
532 ZZ=1:IFZZ=1THENGOSUB806
585 GOSUB690
590 RETURN
595 DIM N(64)
600 FOR I=0 TO 64
605 READ A
610 N(I)=A
615 NEXT I
620 DATA ,-1,0,0,0,0,0,0
625 DATA 4,9854,4389,5,2195,4927
630 DATA 11060,0,6,11718,5530,7,2765,585
9
635 DATA 13153,2463,8,14764,6577,0,3288,
7382
640 DATA 16572,2930,0,17557,8286,1,4143,
8779
645 DATA 0,3691,0,0,0,0,0,0,0,4389,0,0,0
650 DATA 0,0,0,0,0,2,0,0,3,0
655 DATA 0,8779,0,0
660 FOR I=0 TO 2
665 READ W(I),AD(I),SR(I),PH(I),PL(I),W$
(I),RM(I),SY(I)
670 NEXT
675 DATA 1,102,108,0,0,"|RIANGLE",0,0
680 DATA 2,96,108,0,0,"♥AWTOOTH",0,0
685 DATA 4,9,0,0,255,"┐ULSE",0,0
690 FORI=0TO2
695 POKE V+7*I+4,W(I)+RM(I)*2+SY(I)*4
700 POKE V+7*I+5,AD(I):POKE V+7*I+6,SR(I
):POKE V+7*I+3,PH(I):POKE V+7*I+2,PL(I)
705 NEXT
710 POKE V+24,15
715 RETURN
800 POKE53280,0:POKE53281,0:POKE53272,23
:PRINT"██ HIS IS 64-♥YNTH"
802 PRINT"██┐LAY USING THE KEYBOARD SHOW
N ON THE     DIAGRAM COMING UP SOON."
804 PRINT"█ UST REMEMBER THESE THINGS."
806 PRINT"█1) ┐RESS ♥|<_| FOR A SHARP."
808 PRINT"2) ┐RESS _┐ /_/ TO ALTER VOICE
S."
810 PRINT"3) ┐RESS '*' FOR GLISSANDO (VO
ICE1)
812 PRINT"4) ┐RESS '=' TO ALTER GLISSAND
O RATE."
814 PRINT"5) ┐RESS '@' TO GO UP AN OCTAV
E."
816 PRINT"6) ┐RESS '↑' TO GO DOWN AN OCT
AVE."
818 PRINT"7) ┐RESS '0' TO CANCEL ALL VOI
CES."
820 PRINT"8) ┐RESS 0-7 TO SWITCH ON/OFF
VOICES."
821 IFZZ=1THENZZ=0:RETURN
822 GOSUB870
825 PRINT"█XOICES ARE ALTERED ON A BINAR
Y BASIS.   |HUS :"
826 PRINT"█┐RESSING 1 TURNS ON VOICE  1.
"
828 PRINT"█┐RESSING 2 TURNS ON VOICE  2.
```

```
830 PRINT"█┐RESSING 3 TURNS ON VOICES 1
& 2."
831 PRINT"█┐RESSING 4 TURNS ON VOICE  3.
"
832 PRINT"█┐RESSING 5 TURNS ON VOICES 1
& 3."
834 PRINT"█┐RESSING 6 TURNS ON VOICES 2
& 3."
836 PRINT"█┐RESSING 7 TURNS ON VOICES 1,
 2 & 3."
838 GOSUB870
840 PRINT"█ HE BEST EFFECTS ARE OBTAINED
 WHEN YOU  ALTER THE RING MODULATION ";
842 PRINT"AND SYNCHRON- ISATION FOR EACH
 VOICE."
844 PRINT"██OHEN ALTERING THESE, JUST EN
TER 0 OR 1  TO TURN THESE FEATURES OFF "
;
846 PRINT"OR ON FOR     EACH VOICE."
848 PRINT"██ HE REST IS UP TO YOU!"
870 PRINT"█┐RESS SPACE WHEN READY."
872 GETCO$:IFCO$<>" "THEN872
874 RETURN
```



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64

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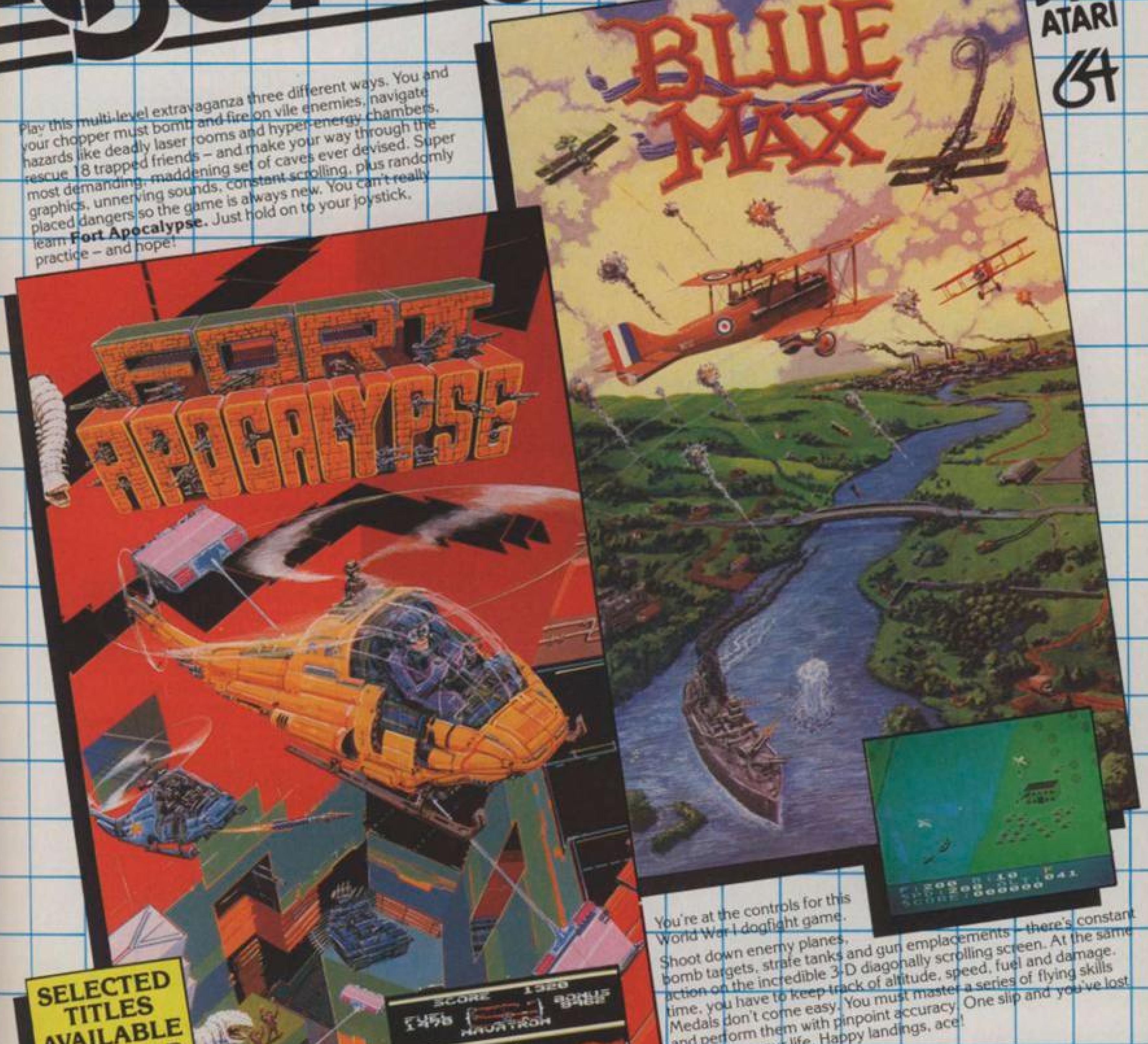

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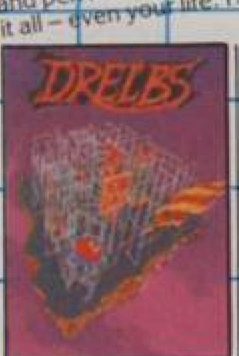

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Commodore 64 & Atari.

One of the most challenging arcade games available! Incredible 3-D graphics, diagonally scrolling screen, super sound – all in great detail.

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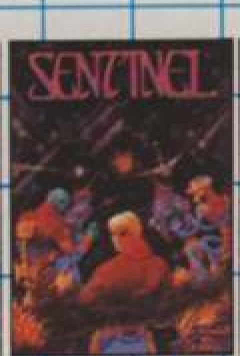

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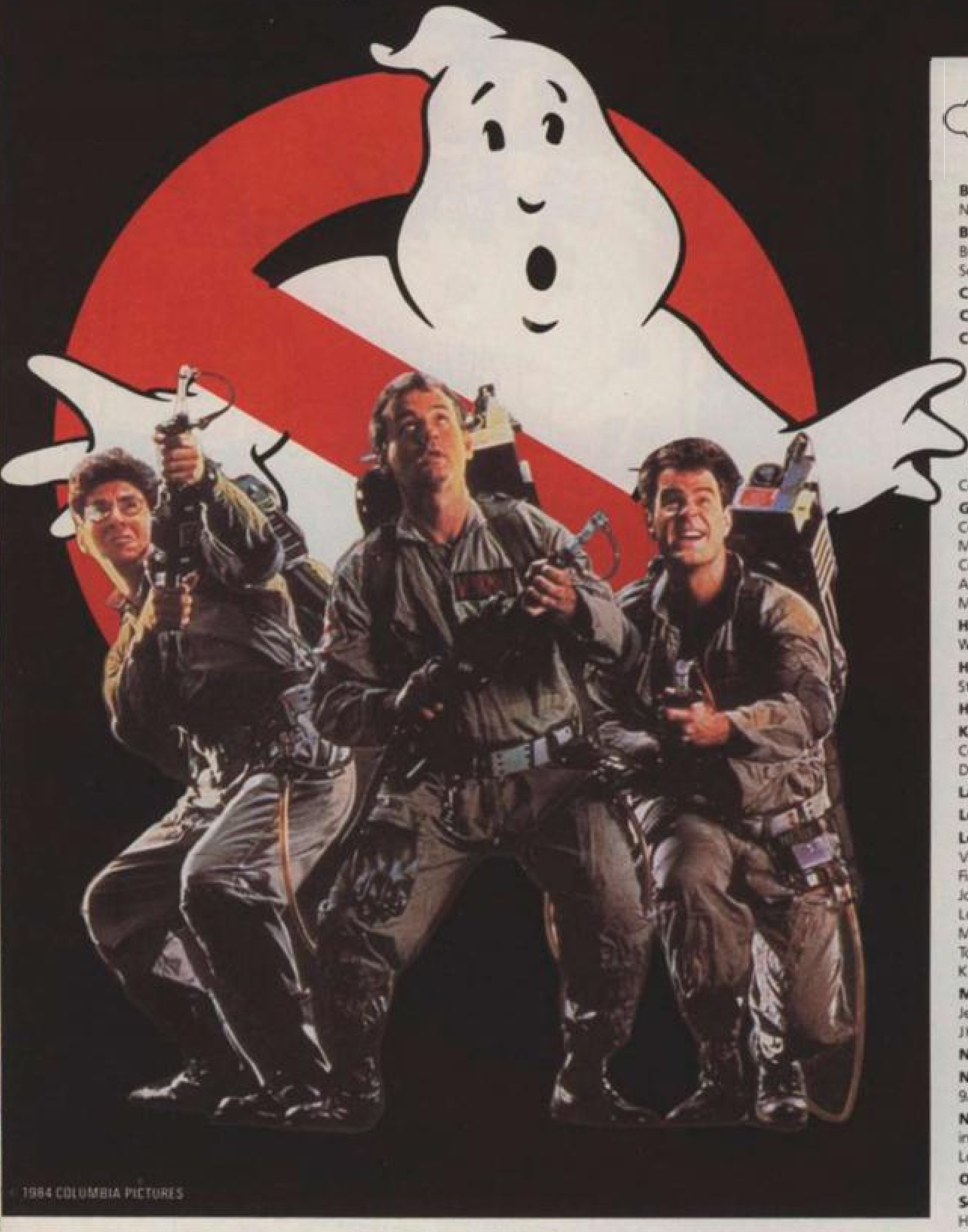
BY DAVID CRANE



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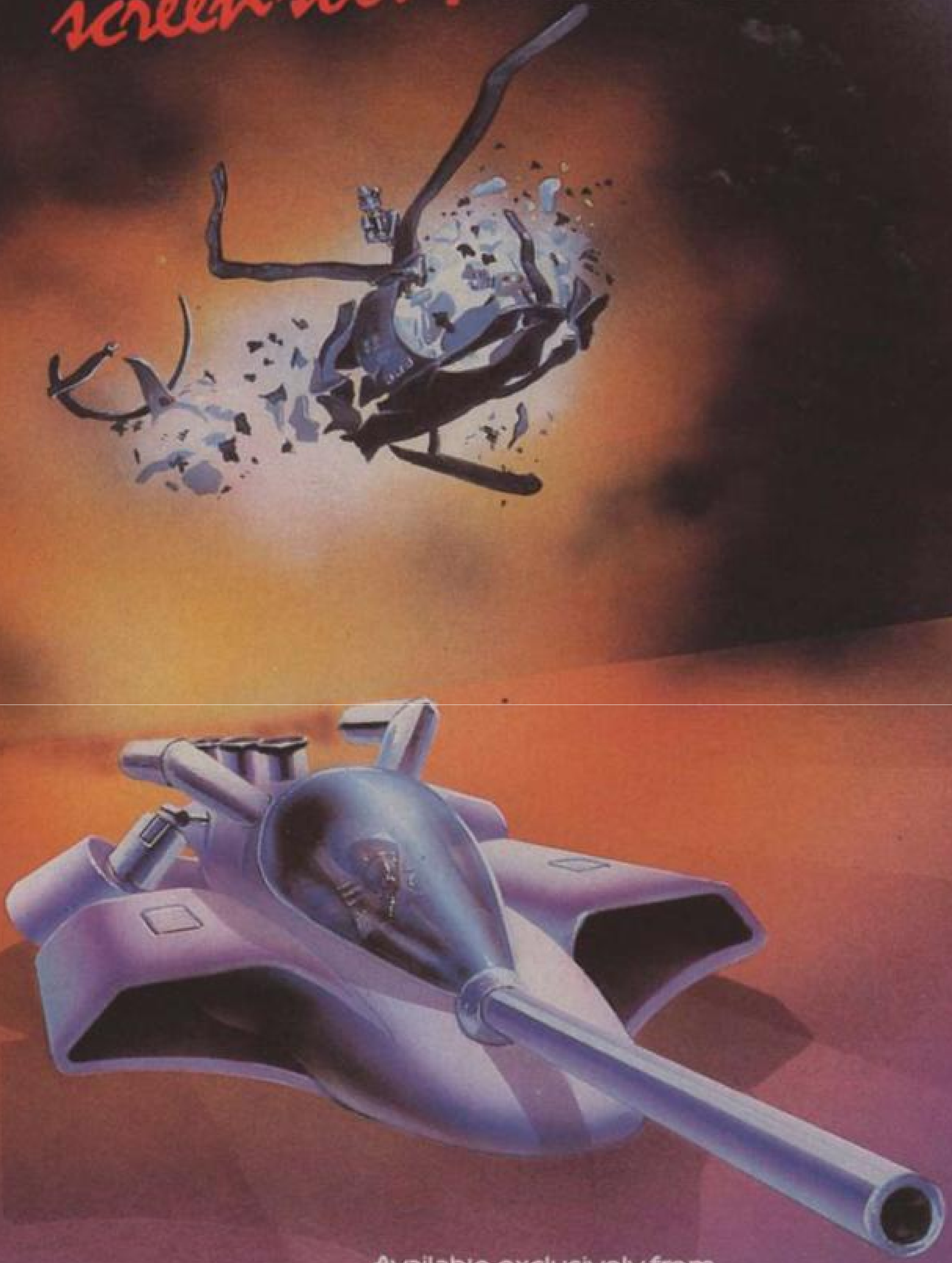

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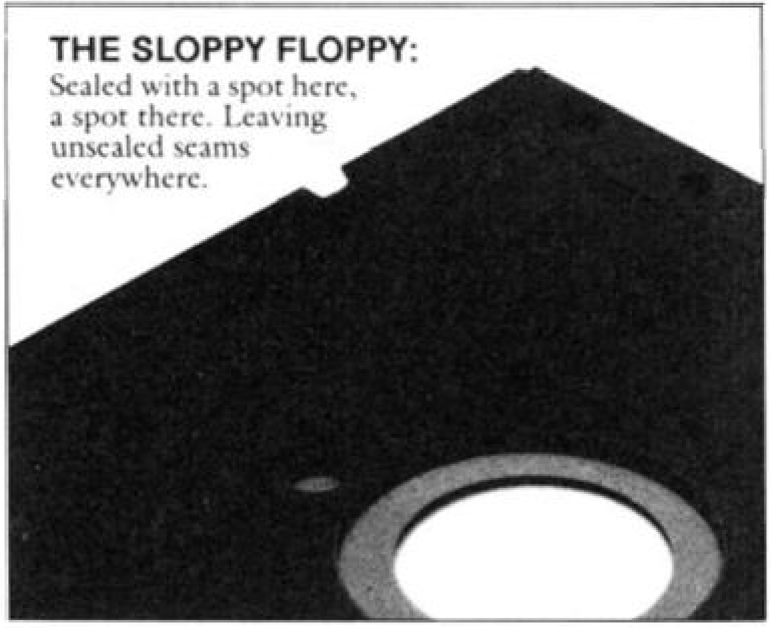

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POST MANIA

JAN 1985

There are several things to note when typing Post Mania into your Spectrum.

First, the machine code routine at address 63000 which scrolls one line of the display to the right or left. This is used in the program to move the conveyor belts. Because of this routine, the game should be saved before it is run as an error in the data (lines 8020, 8030) could cause the program to crash.

Second, the graphics in Post Mania are not done in the standard way — instead the character set is redefined and the computer is then told to use the alternative set by poking the system variable 'CHARS' at address 23607-23608. This means that all the characters in the print lines in the listing should be typed in normally.

Line 0 should be ignored in the listing as the computer will not accept it. It is there for copyright reasons and is not necessary to run the game.

```
   1 DEF FN m(x,y)=(x+y+ABS (x-y
))/2: DEF FN u(a)=(PEEK 23672+25
6*PEEK 23673)/50/a: DEF FN t(a)=
INT (FN m(FN u(a),FN u(a)))
   2 CLEAR 62999
   5 RANDOMIZE
   8 LET letter=1: LET score=0:
LET late=0: LET alarm=0
  10 GO TO 9000: REM Main Loop
  15 REM * Move Conveyor Belts *

  20 POKE 63001,224: POKE 63002,
64: LET code=USR left
  25 POKE 63027,127: POKE 63028,
72: LET code=USR right
  30 POKE 63001,224: POKE 63002,
72: LET code=USR left
  32 REM If man reaches edge of
    screen he scrolls to other
    side and is moved along one
    step.
  35 IF mrow=7 THEN LET mcol=mco
l-1: IF mcol=-1 THEN LET mcol=30
: PRINT AT 7,31;SCREEN$ (7,30);A
T 7,30;"v": BEEP .01,20
  40 IF mrow=11 THEN LET mcol=mc
ol+1: IF mcol=32 THEN LET mcol=1
: PRINT AT 11,0;SCREEN$ (11,1);A
T 11,1;"u": BEEP .01,20
  45 IF mrow=15 THEN LET mcol=mc
ol-1: IF mcol=-1 THEN LET mcol=3
0: PRINT AT 15,31;SCREEN$ (15,30
);AT 15,30;"v": BEEP .01,20
  50 RETURN
  55 REM *Move Stamping Machine*

  60 LET stamp=INT (RND*12)+1
  65 LET s$=SCREEN$ (21,(2+2*sta
mp))
  70 PRINT AT 20,2+2*stamp;"r";A
T 21,2+2*stamp;"q": BEEP .01,-5:
 BEEP .01,-8
  75 IF s$<>" " THEN LET dead=1
  80 PRINT AT 21,2+2*stamp;" ";A
T 20,2+2*stamp;"p": RETURN
  85 REM   **   Move Doors    **

  90 LET door=INT (RND*7)+1
  95 LET drow=6*(door=1)+10*(doo
r>=2 AND door<=5)+14*(door=6 OR
door=7)
 100 LET dcol=26*(door=1)+1*(doo
r=2)+8*(door=3)+14*(door=4)+20*(
door=5)+27*(door=6)+18*(door=7)
 105 PRINT AT drow,dcol;"FGEF":
BEEP .01,2
 110 PRINT AT odrow,odcol;"G  E"
```

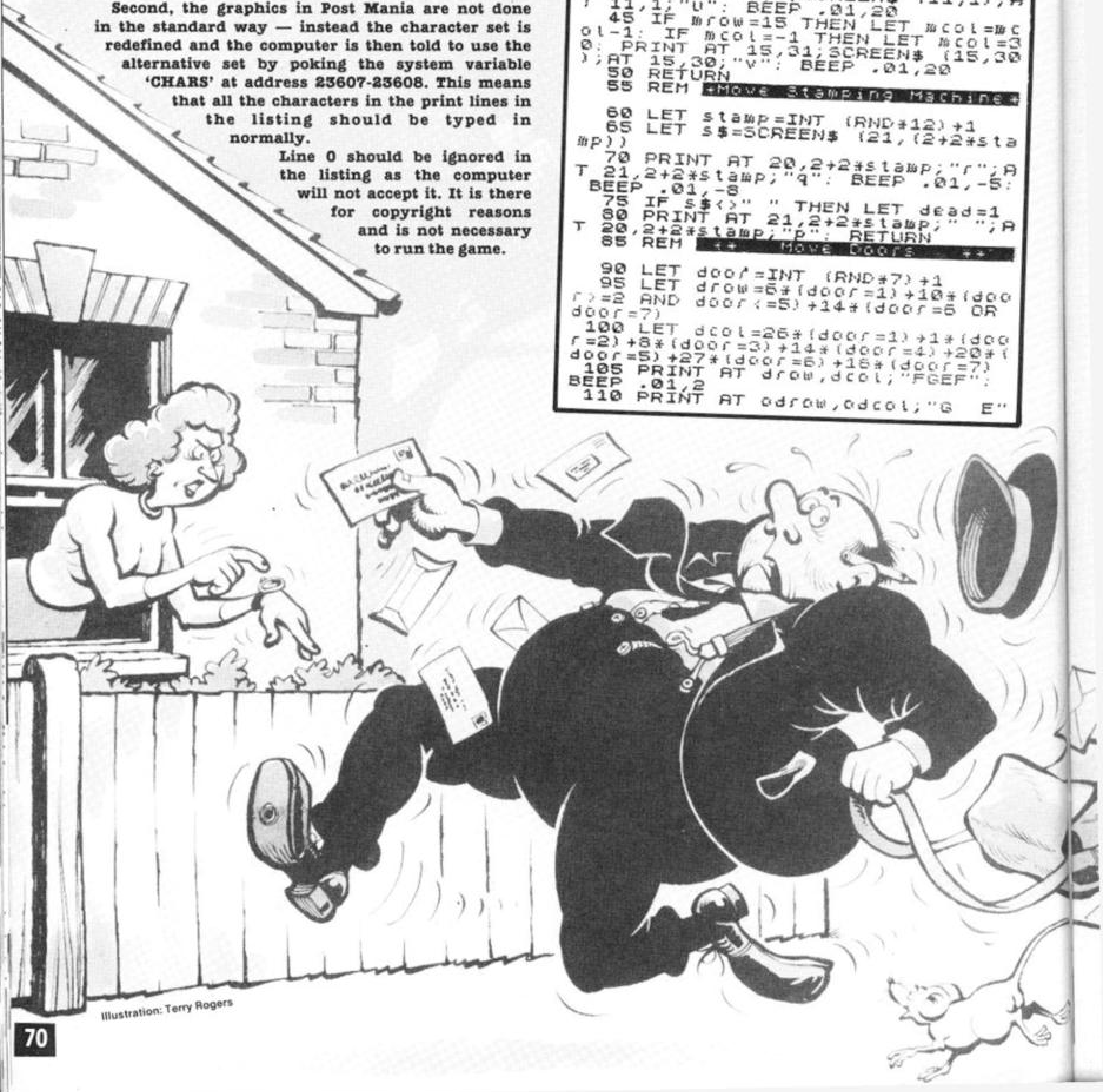

Illustration: Terry Rogers

```
 120 LET odrow=drow: LET odcol=d
col: RETURN
 125 REM **** Move Tractor ***

 130 LET trow=otrow-(mrow<otrow
AND otrow>2)+(mrow>otrow AND otr
ow<5)
 135 LET tcol=otcol+2: IF tcol>3
0 THEN LET tcol=0
 140 PRINT AT otrow,otcol; INK 0
;"  "
 345 PRINT AT trow,tcol; INK 1;"
BC"
 150 IF trow=mrow AND (mcol=tcol
 OR mcol=tcol+1) THEN LET dead=1
 155 LET otrow=trow: LET otcol=t
col: RETURN
 160 REM   ** Move Player **

 165 LET a$=INKEY$
 167 IF CODE a$<53 OR CODE a$>57
 THEN RETURN
 170 GO TO 200*(mrow<7)+300*(mro
w>=7)
 200 LET omrow=mrow: LET omcol=m
col
 205 IF a$="8" THEN LET mcol=mco
l+(mcol<31): LET m$="u"
 210 IF a$="5" THEN LET mcol=mco
l-(mcol>0): LET m$="v"
 215 IF a$="6" THEN GO TO 250
 220 IF omcol=mcol AND omrow=mro
w AND mrow>=6 THEN RETURN
 225 IF a$="7" THEN LET mrow=mro
w-1: LET m$="t"
 227 IF mcol=omcol AND mrow=omro
w THEN RETURN
 230 LET q$=SCREEN$ (mrow,mcol)
 235 PRINT AT omrow,omcol;" ";AT
 mrow,mcol;m$
 237 IF q$<>" " THEN LET dead=1
 240 RETURN
 250 LET q$=" "
 252 IF mrow<>5 THEN LET mrow=mr
ow+1: LET m$="s": GO TO 230
 255 FOR f=1 TO 2
 260 LET omrow=mrow: LET mrow=mr
ow+1
 265 PRINT AT omrow,omcol;q$
 270 LET q$=SCREEN$ (mrow,mcol):
 PRINT AT mrow,mcol;"s": BEEP .0
2,10-f*3
 275 IF q$<>" " THEN LET dead=1:
 LET f=5
 280 NEXT f
 285 IF NOT dead THEN BEEP .03,0
 290 RETURN
 300 LET omrow=mrow: LET omcol=m
col
 305 IF a$="8" THEN LET mcol=mco
l+(mcol<31): LET m$="u"
 310 IF a$="5" THEN LET mcol=mco
l-(mcol>0): LET m$="v"
 315 IF a$="7" THEN RETURN
 320 IF a$="6" THEN GO TO 350*(m
row=7 OR mrow=11)+400*(mrow=15)+
340*(mrow=21)
 321 IF mcol=omcol AND mrow=omro
w THEN RETURN
 325 LET q$=SCREEN$ (mrow,mcol)
 330 PRINT AT omrow,omcol;" ";AT
 mrow,mcol;m$
 332 IF mrow=21 AND
 mcol=28 THEN LET end=1
 335 IF q$<>" " THEN
 LET dead=1
 340 RETURN
```

RUNS ON ZX SPECTRUM IN 48K

BY BRET RICHDALE

```
 350 LET q$=" "
 355 FOR f=1 TO 4
 360 LET omrow=mrow: LET mrow=mr
ow+1
 365 PRINT AT omrow,omcol;q$
 370 LET q$=SCREEN$ (mrow,mcol):
 PRINT AT mrow,mcol;"s": BEEP .0
2,10-f*3
 375 IF q$<>" " AND f>2 THEN LET
 dead=1: LET f=5
 380 NEXT f
 385 IF NOT dead THEN BEEP .03,0
 390 RETURN
 400 FOR f=1 TO 6
 410 LET omrow=mrow: LET mrow=mr
ow+1
 415 PRINT AT omrow,omcol;q$
 420 LET q$=SCREEN$ (mrow,mcol):
 PRINT AT mrow,mcol;"s": BEEP .0
2,10-f*3
 425 IF q$<>" " AND f>2 THEN LET
 dead=1: LET f=7
 430 NEXT f
 435 IF NOT dead THEN BEEP .03,0
 440 RETURN
 500 REM **** Print Score ****

 510 LET score=score+5*(mrow<6 A
ND mrow>1)+10*(mrow=7)+15*(mrow=
11)+20*(mrow=15)+30*(mrow=21)
 520 IF score>99999 THEN LET sco
re=0
 525 PRINT AT 0,12; INK 2; PAPER
 6;"00000"( TO 5-LEN STR$ score)
;score
 530 RETURN
 550 REM *** Timer ***

 555 LET time=FN t(3.1-(0.3*(let
ter*(letter<7)+6*(letter>=7))))
 560 IF time=60 THEN PRINT AT 0,
23; INK 2; PAPER 6;"A"; INK 6; P
APER 2;"1:": LET time=0: LET lat
e=1
```

```
 565 PRINT AT 0,26; INK 6; PAPER
 2;"0"( TO (time<10));time
 570 IF time=55 AND alarm=0 THEN
 FOR f=1 TO 2: BEEP .3,30: NEXT
f: LET alarm=1
 575 IF late THEN FOR f=1 TO 5:
BEEP .1,50: BEEP .1,40: NEXT f
 580 RETURN
 600 REM *** Print a Message ***

 605 POKE 23607,60
 610 PRINT AT row,(32-LEN m$)/2;
 615 FOR f=1 TO LEN m$
 620 PRINT m$(f);: BEEP .01,INT
(RND*50)
 630 NEXT f
 640 BEEP .1,10
 645 PRINT
 650 RETURN
4000 REM *** Draw House ***

4010 INK 0: PAPER 7: CLS
4020 PRINT #1;AT 0,0; INK 4;"

4030 FOR f=17 TO 20: PRINT AT f,
22; INK 2; PAPER 7;"AAAAAA": NEX
T f: PRINT AT 21,22; INK 2; PAPE
R 7;"QQQQQQ"
4040 RESTORE 4040: FOR f=1 TO 4:
 READ b,c: PRINT AT b,c;"N": NEX
T f: DATA 18,23,18,26,20,23,20,2
6
4050 PRINT AT 21,21;"P";AT 19,21
; INK 3;"O"
4060 PLOT 170,37: DRAW 29,14: DR
AW 1,0: DRAW 29,-14
4080 FOR f=0 TO 5
4090 PLOT 176+f*4,40+f*2: DRAW 4
7-f*8,0
4100 NEXT f
4110 INK 2: PLOT 176,0: DRAW 0,3
9: PLOT 223,0: DRAW 0,39: INK 0
4120 RETURN
5000 REM *** Game Over ***

5005 POKE 23607,60: CLS
5010 LET row=7: LET m$="Sorry, H
arold ... ": GO SUB 600
5020 LET row=10: LET m$="The let
ters have been": GO SUB 600: LET
 row=12: LET m$="delivered": GO
SUB 600
5060 RESTORE 5000
5070 FOR a=1 TO 11: READ b,c: BE
EP b/6,c-1: NEXT a
5080 DATA 3,1,2,1,1,1,3,1,2,4,1,
3,2,3,1,1,2,1,1,0,6,1
5090 CLS
5100 PLOT 80,35: DRAW 5,110
5110 DRAW 10,10,-PI/2: DRAW 95,0
5120 DRAW 10,-10,-PI/2: DRAW -5,
-5,-PI/2: DRAW -15,0: DRAW 15,0
5130 DRAW -3,3,-PI/2: DRAW 3,3,-
PI/2: DRAW -15,0
5140 PLOT 175,30: DRAW 5,115: DR
AW 10,10,-PI/2
5150 PLOT 175,30: DRAW -10,-10,-
PI/2: DRAW -6,10,-PI/2
5160 DRAW 5,5,-PI/2: DRAW 3,-3,-
PI/2: DRAW -3,-3,-PI/2: DRAW -4,
0
5170 PLOT 164,35: DRAW -95,0: DR
AW -6,-10,PI/2: DRAW 8,-5,PI/2:
DRAW 95,0
```

```
5180 PRINT AT 4,15;"WILL";AT 5,1
5;"    "
5190 PRINT AT 9,13;"Harold";AT 1
1,14;"Jones"
5200 FOR f=103 TO 153: PLOT f,10
0: BEEP .01,10: NEXT f
5205 BEEP .1,10
5210 FOR f=111 TO 153: PLOT f,84
: BEEP .01,10: NEXT f
5215 BEEP .1,10
5220 FOR f=20 TO -10 STEP -0.5:
BEEP .01,f: NEXT f
5230 LET row=21: LET m$="You sco
red "+STR$ score+" points.": GO
SUB 600: BEEP .1,10: BEEP .1,0:
BEEP .1,0
5235 INPUT BRIGHT 1;"Another gam
e ? (Yes/No) "; LINE I$
5240 IF I$="" THEN BEEP .1,10: B
EEP .1,5: GO TO 7680
5260 IF I$(1)="N" OR I$(1)="n" T
HEN BEEP .1,15: STOP
5270 IF I$(1)<>"Y" AND I$(1)<>"y
" THEN BEEP .1,10: BEEP .1,5: GO
 TO 5235
5280 CLS : BEEP .1,20: RUN
5499 STOP
5500 REM *** End of Screen ***

5505 RESTORE 5500
5510 FOR f=1 TO 8: READ b,c: BEE
P b,c: NEXT f
5515 DATA .1,11,.1,11,.8,16,.05,
11,.05,16,.05,11,.05,16,1,20
5520 PRINT AT 21,29;"   ";AT 20,
29; INK 2; PAPER 6;"AAA"
5525 PRINT AT 21,29;"M": BEEP .1
,25: PAUSE 10
5530 FOR f=1 TO 4
5540 PRINT AT 21,27+f;" "
5545 IF f<4 THEN PRINT AT 21,28+
f;"U"
5550 IF f<3 THEN PRINT AT 21,29+
f;"M": BEEP .01,25
5555 PAUSE 10: NEXT f
5560 GO SUB 4000
5570 PRINT AT 21,0;"M": BEEP .01
,25: PAUSE 10
5575 PRINT AT 21,0;"UM": BEEP .0
1,25: PAUSE 10
5580 FOR f=0 TO 18
5590 PRINT AT 21,f;" UM": BEEP .
01,25: PAUSE 10
5600 NEXT f
5610 PRINT AT 21,19;" U";AT 20,2
1;"M": BEEP .01,25: PAUSE 10
5620 PRINT AT 21,20;" ";AT 20,21
;"U": BEEP .01,25: PAUSE 10
5630 PRINT AT 20,21;" ": BEEP .1
,15
5640 LET row=3: LET m$="CONGRATU
LATIONS!": GO SUB 600
5650 LET row=6: LET m$="You have
 succeeded": GO SUB 600
5660 LET row=8: LET m$="in recov
ering letter": GO SUB 600
5670 LET row=10: LET m$="number
"+STR$ letter+" ... ": GO SUB 60
0
5680 FOR f=30 TO 0 STEP -0.5: BE
EP .01,f: NEXT f
5690 LET score=score+150*letter:
 LET letter=letter+1
5700 FOR f=3 TO 10: PRINT AT f,0
;"
```

Commodore 64, available Now

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FRAK!64
Original Concept By
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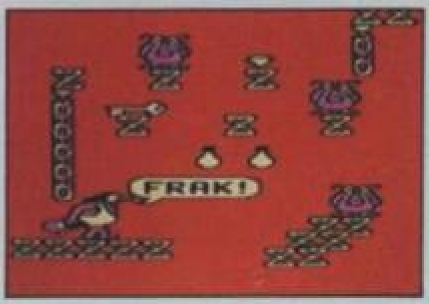
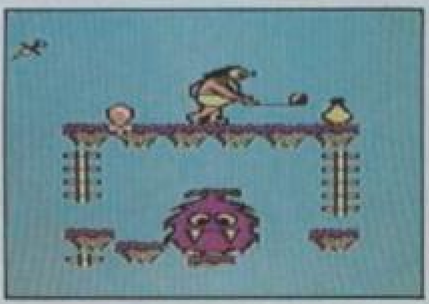
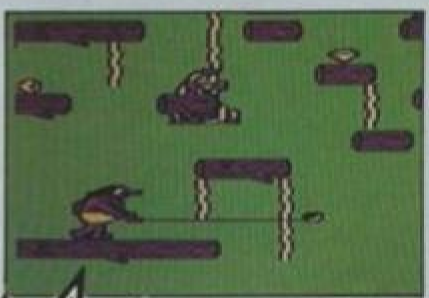
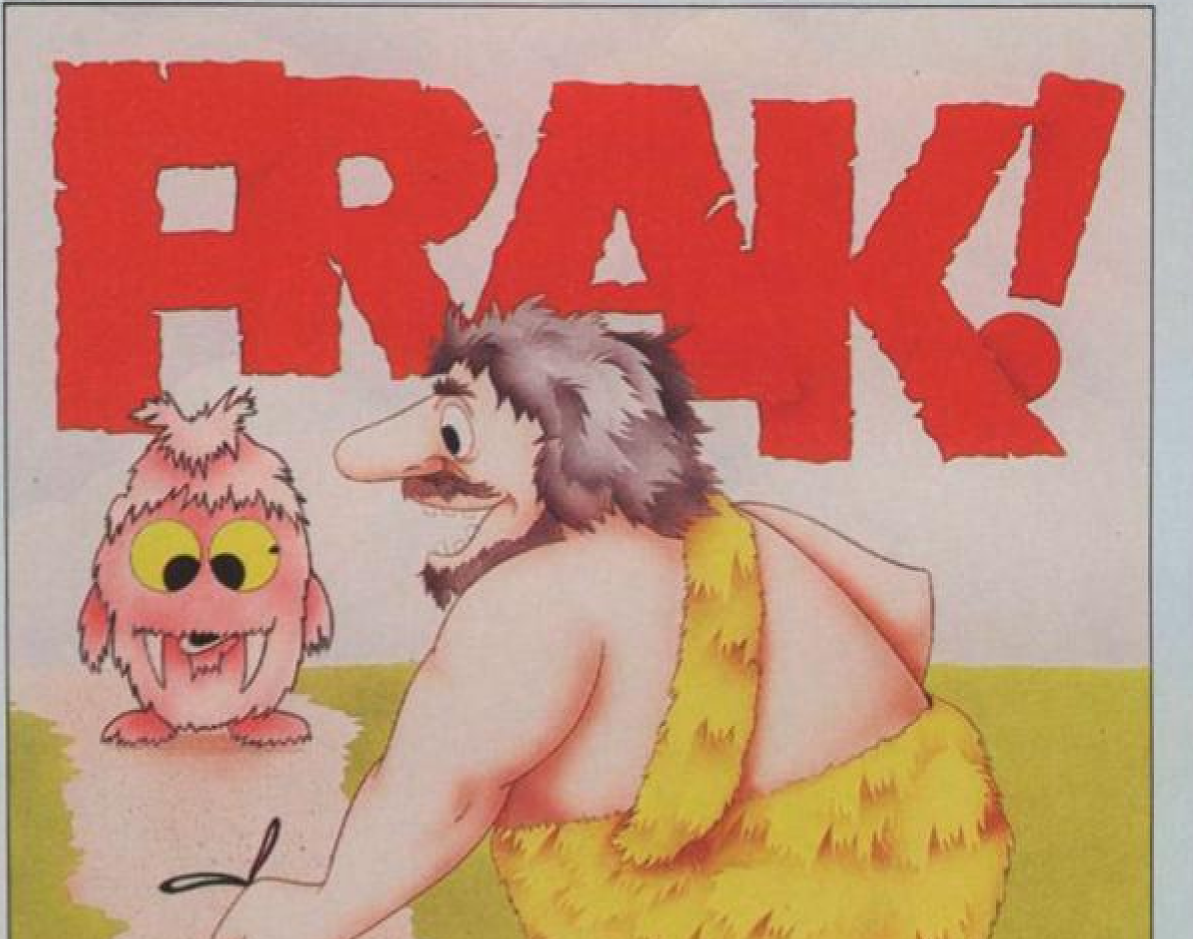
96 LEVELS









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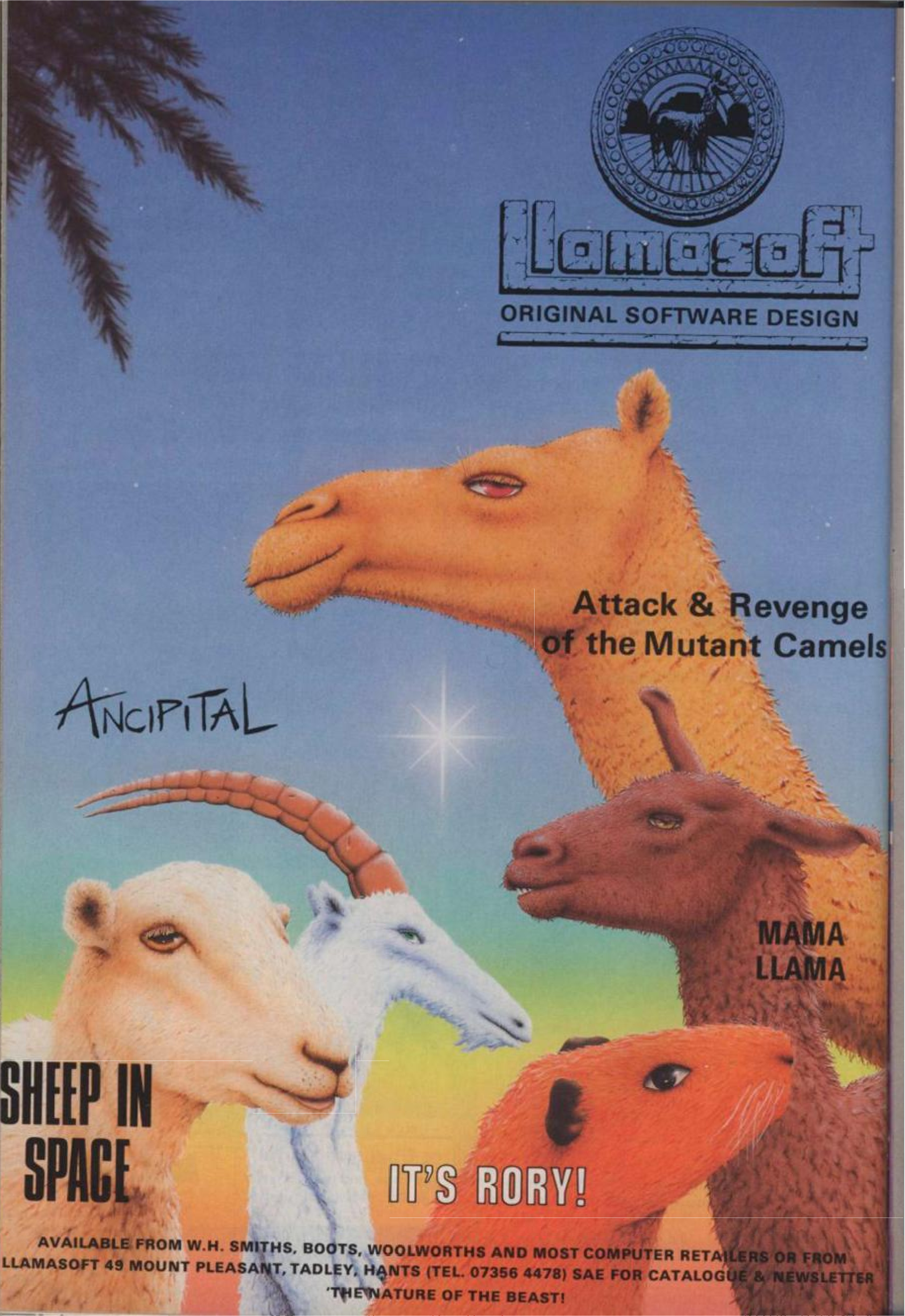
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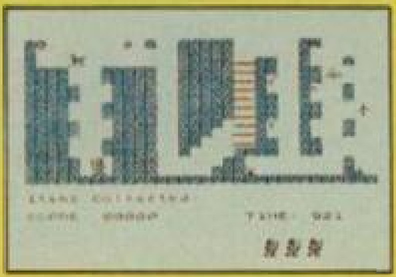

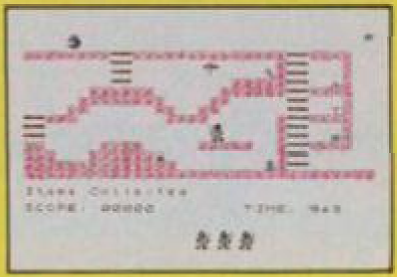

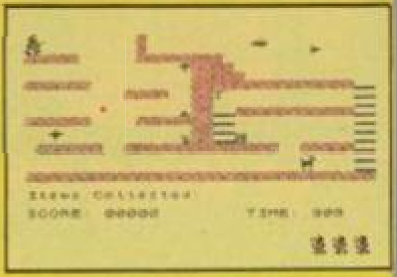

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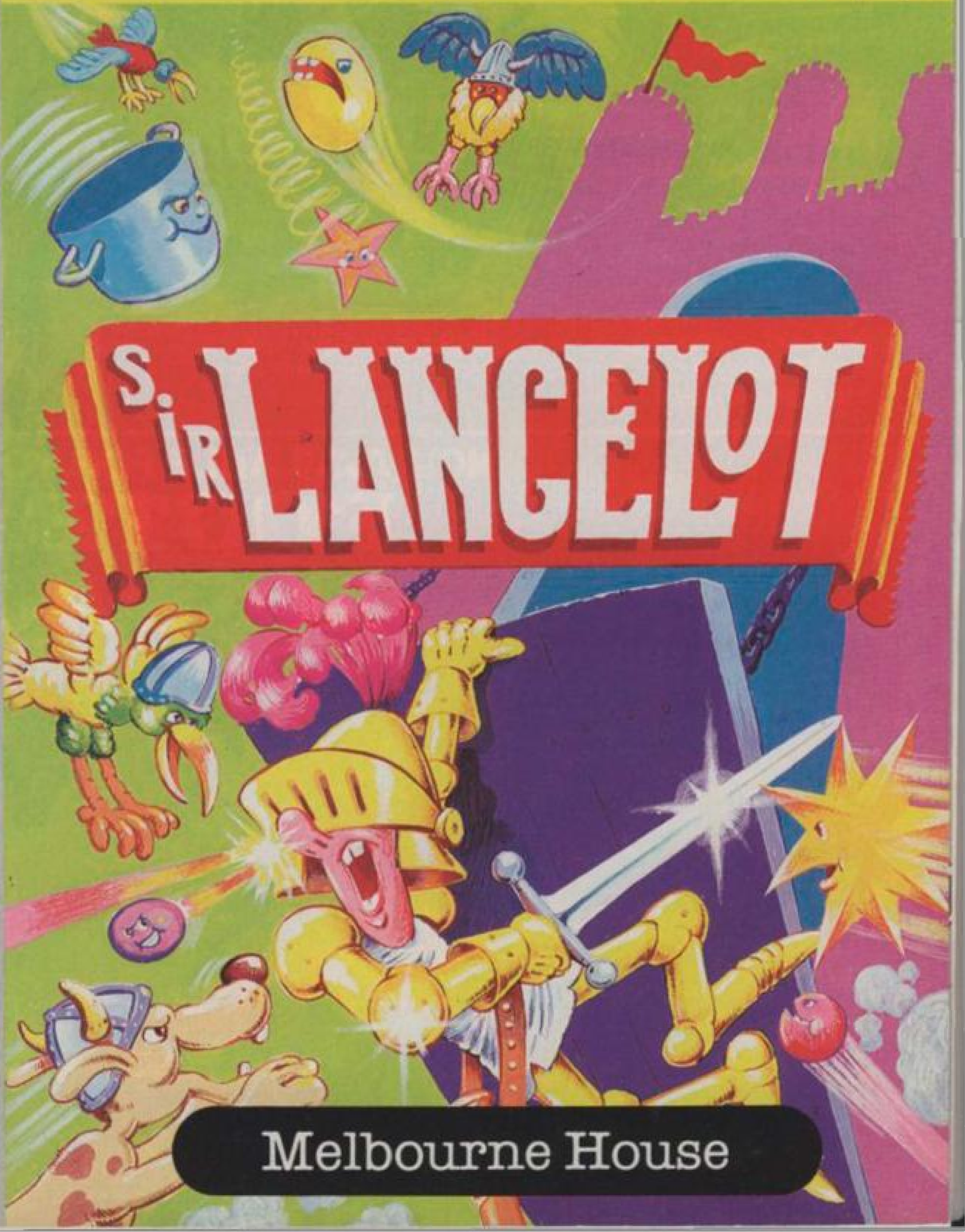

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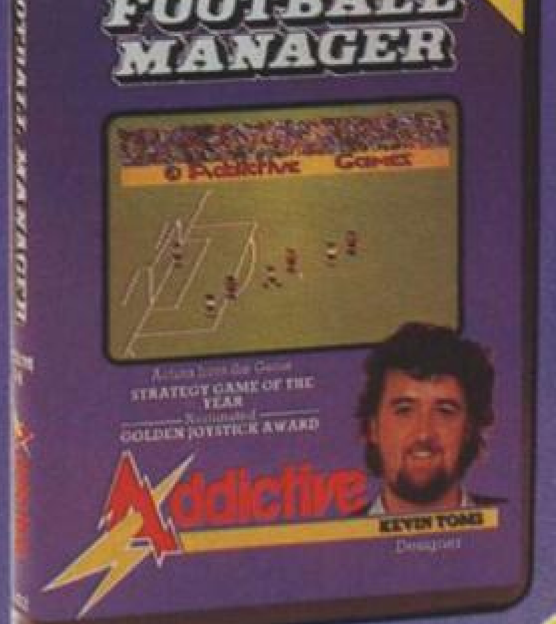
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```
  ": NEXT f
5710 LET row=4: LET m$="Bonus =
"+STR$ ((letter-1)*150): GO SUB
600: BEEP .1,20
5720 LET row=7: LET m$="Now, Whe
re's the next one ?": GO SUB 600
5730 FOR f=1 TO 5: BEEP .2,15: P
AUSE 3: NEXT f
5735 POKE 23607,249
5740 PRINT AT 20,21;"v": BEEP .0
1,20: PAUSE 10
5750 PRINT AT 20,21;" ";AT 21,20
;"v": BEEP .01,20: PAUSE 10
5760 FOR f=19 TO 0 STEP -1
5770 PRINT AT 21,f+1;" ";AT 21,f
;"v"
5780 BEEP .01,20: PAUSE 10
5790 NEXT f
5800 PRINT AT 21,0;" ": BEEP .01
,20
5810 INK 0: PAPER 7: CLS : GO TO
 9040
6000 REM *** Delayed ***
6005 LET dead=0
6010 IF mrow=1 OR mrow>=6 THEN P
RINT AT mrow,mcol;q$
6020 IF mrow=0 THEN PRINT AT mro
w,mcol; INVERSE 1;q$
6030 IF mrow>1 AND mrow<6 THEN P
RINT AT trow,tcol;"BC"
6040 FOR f=30 TO 0 STEP -0.5: BE
EP .01,f: NEXT f
6050 LET mrow=1: LET mcol=3
6060 PRINT AT mrow,mcol;"s"
6070 BEEP .05,-10
6080 RETURN
6500 REM *** Variables ***
6510 LET left=63000: LET right=6
3026
6520 LET dead=0: LET mrow=1: LET
 mcol=3
6530 LET door=1: LET odrow=6: LE
T odcol=26
6540 LET otrow=5: LET otcol=0
6550 LET end=0: LET dead=0
6990 RETURN
7000 REM *** Set Up Screen ***
7010 RESTORE 7010: FOR f=1 TO 6:
 READ a: PRINT AT a,0; INK 2; PA
PER 6;"AAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAA": NEXT f: DATA 0,1,6,10,
14,18
7020 PRINT #1;AT 0,3; PAPER 7;"D
nnnnnnnnnnnnnnnnnnnnnnno";AT 0,0
; INK 2; PAPER 6;"AAA";AT 0,28;"
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAA"
7030 PRINT AT 0,2; INVERSE 1;"wx
yz";AT 1,2; INVERSE 0;"    "
7035 PRINT AT 1,3;"s"
7040 PRINT AT 6,26;"FGEF";AT 5,0
; INK 1;"BC"
7050 LET a$="f  hk  i  k  h ki h
  ji l f ihg hf  k  hi kl hij  i
g jk  h l f i": LET f=INT (RND*3
2)+1: PRINT AT 7,0; INK 2;a$(f T
O f+31)
7060 PRINT AT 8,0;"abbcbbbcbbbcb
bbcbbbcbbbcbbbcbbbde   e   e   e
  e   e   e   e   e"
7070 PRINT AT 10,1;"G  E";AT 10,
8;"G  E";AT 10,14;"G  E";AT 10,2
0;"G  E"
7080 LET a$="lj ki   fhk  klh h k
 jl i  hl g f  klk   gh f  hj ik
 kij hk  hi  ": LET f=INT (RND*3
2)+1: PRINT AT 11,0; INK 1;a$(f
TO f+31)
7090 PRINT AT 12,0;"abbcbbbcbbbc
bbbcbbbcbbbcbbbcbbbde   e   e   e
  e   e   e   e   e"
7100 PRINT AT 14,16;"G  E";AT 14
,27;"G  E"
7110 LET a$="f jk kig  jg fg ikl
 jhi gji k  j hji h j ikj  ilj j
jk jf g ji jk": LET f=INT (RND*3
2)+1: PRINT AT 15,0; INK 3;a$(f
TO f+31)
7120 PRINT AT 16,0;"abbcbbbcbbbc
bbbcbbbcbbbcbbbcbbbde   e   e   e
  e   e   e   e   e"
7130 PRINT AT 18,1;" "
7140 PRINT AT 19,0; INK 2; PAPER
 6;"A"
7150 PRINT AT 19,3;"Dnnnnnnnnnnn
nnnnnnnnnnno"
7160 PRINT AT 19,2;; INK 2; PAPE
R 6;"A";AT 19,28;"AAAA"
7170 PRINT AT 20,0; INK 2; PAPER
 6;"A";AT 20,2;"A";AT 20,28;"A"
7180 PRINT AT 20,4;"P P P P P P
P P P P P P"
7190 PRINT AT 21,0; INK 2; PAPER
 6;"A"
7200 PLOT 233,15: DRAW 22,0: DRA
W 0,-14: DRAW -22,0: DRAW 0,14
7210 PLOT 251,13: DRAW 2,0: DRAW
 0,-3: DRAW -2,0: DRAW 0,3
7220 FOR f=9 TO 5 STEP -2: PLOT
238,f: DRAW 8,0: NEXT f
7230 INK 6: PAPER 2: PRINT AT 0,
8;"HIJ";AT 0,12;"00000"( TO 5-LE
N STR$ score);score;AT 0,20;"KL"
;AT 0,23;"12:00": INK 0: PAPER 7
7240 INK 2: PLOT 159,168: DRAW 0
,7: INK 0
7250 RETURN
7500 REM *** Instructions ***
7510 FOR f=6 TO 0 STEP -1: INK f
7515 PRINT AT 2,0;
7520 PRINT TAB 7; BRIGHT 1;"  ▄▄
▄▄  ▄▄  ▄▄▄    "
7530 PRINT TAB 7; BRIGHT 1;"  █▝
▌█ █ █▀ ▀  █   "
7540 PRINT TAB 7; BRIGHT 1;"  █▀
▌▙ ▀▙▄  █   "
7550 PRINT TAB 7; BRIGHT 1;"  █
 ▀▀▀  ▀▀▀  █   "
7560 PRINT TAB 7; BRIGHT 1;"
       "
7570 PRINT TAB 5; BRIGHT 1;"  ▄ ▖
▖▄▄ ▗ ▗ ▄▄▄ ▄▄ "
7580 PRINT TAB 5; BRIGHT 1;"  █▙
▌█ █ █▄█ █ ▐ █ "
7590 PRINT TAB 5; BRIGHT 1;"  █▝▌
▌█▀█ █▀▀ █ ▐▀█ "
7600 PRINT TAB 5; BRIGHT 1;"  █ ▌
▌█ █ ▀▀█▀▀ █ ▐ █ "
7605 PRINT TAB 5; BRIGHT 1;"
       "
7610 PRINT AT 18,0;
7620 PRINT TAB 3;"▛▖▌▌  ▛▖ ▛▖▜
▘▟▌▛▖▟▌ ▛ "
7630 PRINT TAB 3;"▛▖▚▘  ▛▖ ▙▘▐
▐▛▌▌▙▌▐ ▛ "
7640 PRINT TAB 3;"▙▘▐  ▙▘▗▐▌▟
▗▚▘▐▌▙▐▙▄▙▄ "
7650 BEEP .1,6*(6-f): BEEP .05,6
*((6-f)+1): NEXT f
```

```
7660 BEEP .1,40: BEEP .5,41
7670 PRINT #1;AT 1,4; BRIGHT 1;"
Press any key to continue": PAUS
E 0
7680 BEEP .1,10: INPUT BRIGHT 1;
"Instructions (Yes or No) "; LIN
E I$
7685 IF I$="" THEN BEEP .1,10: B
EEP .1,5: GO TO 7680
7690 IF I$(1)="N" OR I$(1)="n" T
HEN BEEP .1,15: CLS : GO TO 7940
7700 IF I$(1)<>"Y" AND I$(1)<>"y
" THEN BEEP .1,10: BEEP .1,5: GO
 TO 7680
7710 CLS
7720 LET row=1: LET m$="P O S T
  M A N I A": GO SUB 600
7730 LET row=2: LET m$="_ _ _ _
_ _ _ _ _": GO SUB 600
7740 PRINT : PRINT "The main cha
racter in this game is called Ha
rold Jones. Harold  has only one
 problem and that's his mother-i
n-law. He is totallyfed up with
her and has recently"
7750 PRINT "sent her a number of
 letters      explaining his opini
on of her   in detail."
7755 PRINT "  After posting thes
e letters,  however, he found ou
t that she  is going to leave hi
m a large       "
7760 PRINT "sum of money in her
will.         Understandably he
has now had second thoughts and
must recoverthe letters from the
 post officebefore they are deli
vered."
7770 PRINT #1;AT 1,2; BRIGHT 1;"
Press a key to continue ... ": P
AUSE 0: INPUT "": CLS
7775 PRINT '"Harold begins in th
e entrance tothe post office at
the top left of the screen and m
ust make his way down to the bot
tom right of the screen where he
 will find   a letter. You must
help Harold   "
7780 PRINT "to recover this lett
er."
7790 PRINT "  There are many obs
tacles in   Harolds way and if h
e is caught in any of these he i
s returned  to the entrance, was
ting time."
7795 PRINT " There is one other
problem         and that is the time
 limit.     Harold starts into t
he post     office at twelve o'c
lock and    must be out before t
he mail is  delivered at one o'c
lock (a tonesounds at 12:55). Th
e clock     speeds up each time
Harold      recovers a letter."
7800 PRINT #1;AT 1,2; BRIGHT 1;"
Press a key to continue ... ": P
AUSE 0: INPUT "": CLS
7805 LET row=1: LET m$="O B S T
A C L E S": GO SUB 600: LET row=
2: LET m$="_ _ _ _ _ _ _ _ _": G
O SUB 600
7810 PRINT '' PAPER 5;"1.  The t
ractor  :"; PAPER 7;"  ";: POKE
23607,249: PRINT INK 1;"BC": POK
E 23607,60: PRINT ''"Moves from
left to right at top of screen.
Harold must avoid     this when m
oving around in this area."
7820 PRINT '' PAPER 5;"2.   Trap
doors   :"; PAPER 7;"  ";: POKE
23607,249: PRINT INK 2; PAPER 6;
"A"; INK 0; PAPER 7;"G  E"; INK
2; PAPER 6;"A": POKE 23607,60: P
RINT ''"Open and close at random
 times, hindering Harold's progr
ess      between conveyor belts."
7830 PRINT #1;AT 1,2; BRIGHT 1;"
Press a key to continue ... ": P
AUSE 0: INPUT "": CLS
7840 PRINT ' PAPER 5;"3. Conveyo
r Belts:"; PAPER 7;"  ";: POKE 2
3607,249: PRINT INK 1;" hi kl ":
 PRINT TAB 20;"abbcbbd": PRINT T
AB 20;"e  e  e": POKE 23607,60:
PRINT ''"Move left to right or v
ice-versa. Harold must jump on t
hese,    avoiding the boxes, to
reach theletter."
```

```
7850 PRINT '' PAPER 5;"4.  Stamp
 Machine:"; PAPER 7;"  ";: POKE
23607,249: PRINT "Dnnno";TAB 20;
" p r ";TAB 20;"   q  ";TAB 20;"D
nnno": POKE 23607,60: PRINT ''"M
oves up and down. Harold must  m
ove through this while avoidingt
he moving arms."
7880 PRINT #1;AT 1,2; BRIGHT 1;"
Press a key to continue ... ": P
AUSE 0: INPUT "": CLS
7890 LET row=1: LET m$="C O N T
R O L S": GO SUB 600: LET row=2:
 LET m$="_ _ _ _ _ _ _ _": GO SU
B 600
7900 PRINT ''"  "5" moves one st
ep left "
7910 PRINT ''"  "6" moves one st
ep down ( also      jumps on or
off a conveyor      belt )"
7920 PRINT ''"  "7" moves up one
 step.              ( Harold can
 not move up        after the fi
rst trap            door)"
7930 PRINT ''"  "8" moves one st
ep right"
7940 PRINT #1;AT 1,1; FLASH 1; B
RIGHT 1;"Press a key to begin ga
me .. ": PAUSE 0: INPUT "": CLS
7999 RETURN
8000 REM     *** M code and ***
             ***  graphics  ***

8002 RESTORE 8020
8005 REM Machine Code
8007 CLS : BEEP .1,10: PRINT AT
10,10; FLASH 1;"Loading Code"
8010 FOR f=63000 TO 63051: READ
a: POKE f,a: NEXT f
8020 DATA 33,0,64,14,8,86,6,31,3
5,126,43,119,35,16,-7,114,6,31,4
3,16,-3,36,13,32,-20,201
8030 DATA 33,31,64,14,8,86,6,31,
43,126,35,119,43,16,-7,114,6,31,
35,16,-3,36,13,32,-20,201
8032 RESTORE 8050
8040 REM Graphics
8045 REM Transfer Character Set
8047 CLS : BEEP .1,10: PRINT AT
10,4; FLASH 1;"Transferring Char
acters"
8050 FOR f=15616 TO 16383: POKE
64000+(f-15616),PEEK f: NEXT f
8055 REM Load graphics
8057 CLS : BEEP .1,10: PRINT AT
10,8; FLASH 1;"Loading Graphics"
8060 RESTORE 8110
8070 FOR f=1 TO 43: READ a$: LET
 add=64000+8*(CODE a$-32): FOR g
=add TO add+7: READ a: POKE g,a:
 NEXT g: NEXT f
8080 BEEP .1,40: BEEP .5,20: CLS
 : RETURN
8110 DATA "a",63,64,152,165,165,
152,64,63
8120 DATA "b",255,0,255,165,165,
255,0,255
8130 DATA "c",255,0,24,165,165,2
4,0,255
8140 DATA "d",252,2,25,165,165,2
5,2,252
8150 DATA "e",24,24,24,60,0,0,0,
0
8160 DATA "f",0,124,84,84,124,84
,84,124
8170 DATA "g",0,0,0,
127,73,127,73,127
```

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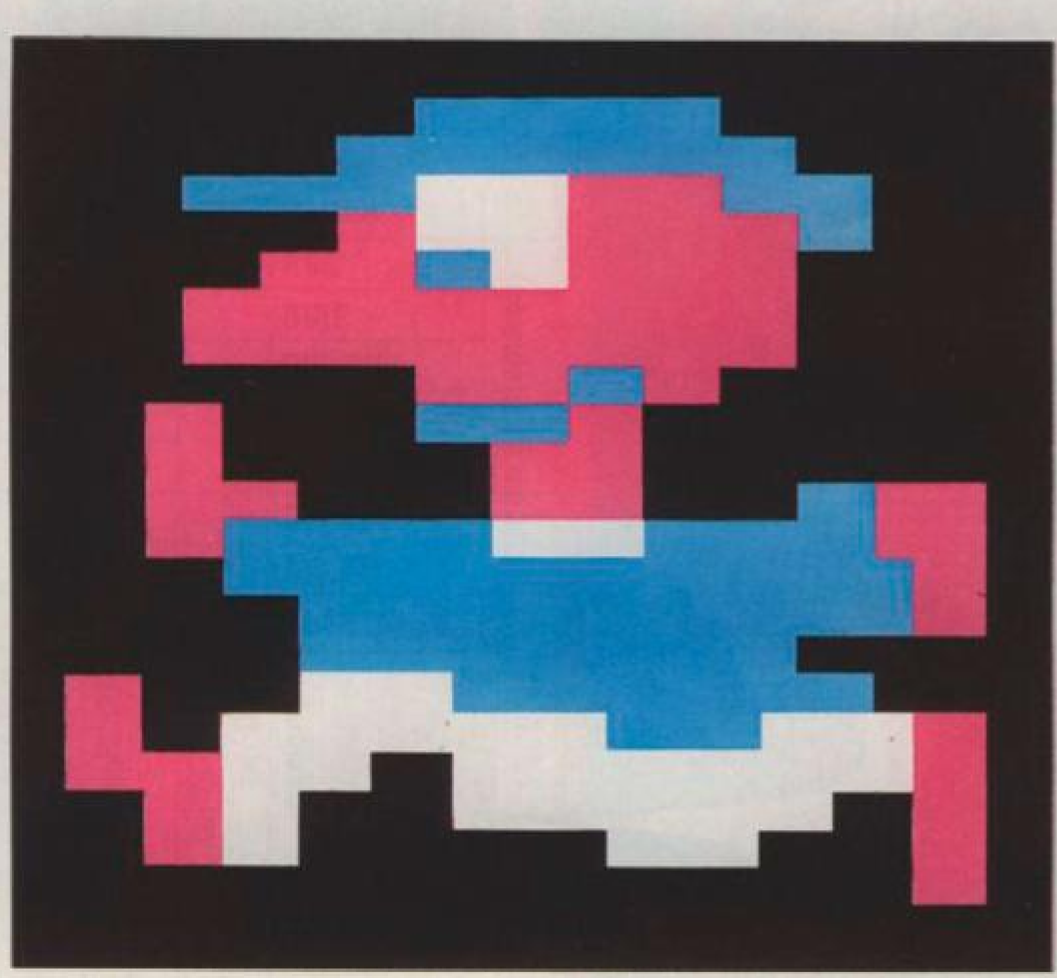
```
8180 DATA "h",0,127,73,73,127,73
,73,127
8190 DATA "i",0,0,0,62,42,62,42,
62
8200 DATA "j",0,124,68,68,68,68,
68,124
8210 DATA "k",0,0,0,127,65,65,65
,127
8220 DATA "l",0,127,65,65,65,65,
65,127
8230 DATA "m",0,0,0,62,34,34,34,
62
8240 DATA "n",255,0,255,119,255,
255,0,255
8250 DATA "o",254,3,253,117,253,
253,3,254
8260 DATA "p",24,24,24,60,126,0,
0,0
8270 DATA "q",24,24,24,24,24,24,
60,126
8280 DATA "r",24,24,24,24,24,24,
24,24
8290 DATA "s",56,40,16,124,186,5
6,40,108
8300 DATA "t",56,56,16,124,186,5
6,40,108
8310 DATA "u",56,56,16,40,36,56,
16,24
8320 DATA "v",56,56,16,40,72,56,
16,48
8330 DATA "w",0,234,138,206,142,
138,234,0
8340 DATA "x",0,238,74,76,74,74,
74,0
8350 DATA "y",0,234,170,174,238,
170,170,0
8360 DATA "z",0,238,168,140,136,
168,238,0
8370 DATA "A",254,254,254,0,239,
239,239,0
```

```
8380 DATA "B",8,24,126,67,25,37,
36,24
8390 DATA "C",0,252,140,252,196,
144,40,16
8400 DATA "D",127,192,191,175,19
1,191,192,127
8410 DATA "E",0,128,192,255,255,
192,128,0
8420 DATA "F",0,0,0,255,255,0,0,
0
8430 DATA "G",0,2,6,254,254,6,2,
0
8440 DATA "H",0,14,8,238,2,2,14,
224
8450 DATA "I",0,238,170,138,138,
170,238,0
8460 DATA "J",0,238,168,206,168,
168,174,0
8470 DATA "K",0,238,68,68,68,68,
78,0
8480 DATA "L",0,174,232,236,168,
168,174,0
8490 DATA "M",0,255,131,129,185,
129,255,0
8500 DATA "N",255,145,145,255,14
5,145,145,255
8510 DATA "O",1,3,7,15,31,63,63,
63
8520 DATA "P",0,0,3,3,15,15,63,6
3
8530 DATA "Q",254,254,254,0,255,
255,255,255
9000 REM     *** Main Loop ***
9002 BORDER 6: PAPER 7: INK 0: C
LS
9005 REM M/code and graphics
9010 IF PEEK 63000<>33 THEN GO S
UB 8000
9015 REM Instructions
9020 POKE 23607,60: GO SUB 7500
9025 REM change CHARS
9030 POKE 23607,249
9035 REM Set-up
9040 GO SUB 7000
9045 REM Variables
9050 GO SUB 6500
9053 INK 8: PAPER 8
9055 REM  START LOOP
9056 REM Set Timer to Zero
9058 POKE 23672,0: POKE 23673,0
9060 GO SUB 160: IF dead THEN GO
 SUB 6000
9070 GO SUB 15: GO SUB 500: GO S
UB 550: IF late THEN GO TO 5000
9080 IF mrow<6 AND RND>.33 THEN
GO SUB 125: IF dead THEN GO SUB
6000
9090 IF mrow>19 THEN GO SUB 55:
IF dead THEN GO SUB 6000
9100 IF RND>.25 THEN GO SUB 85
9110 IF NOT end THEN GO TO 9060
9120 GO TO 5500
```

Make new friends,



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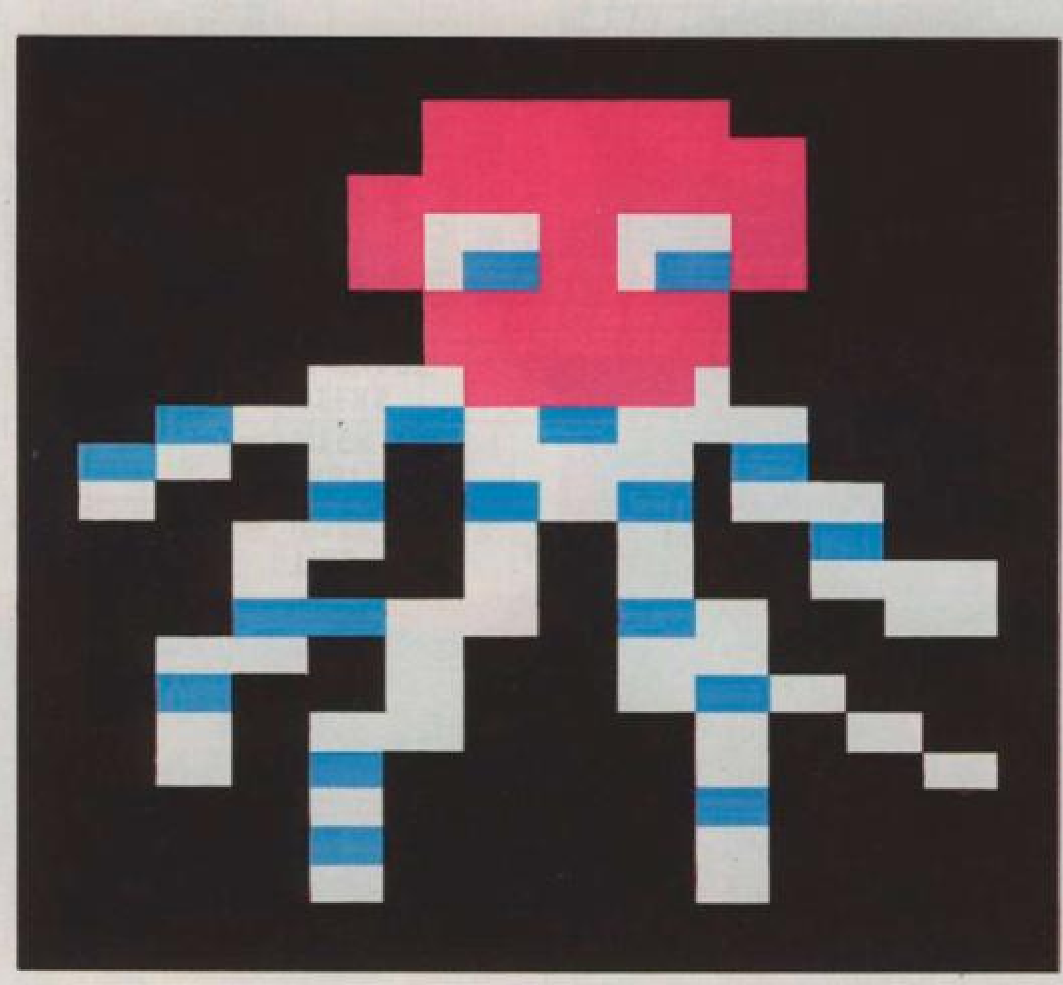

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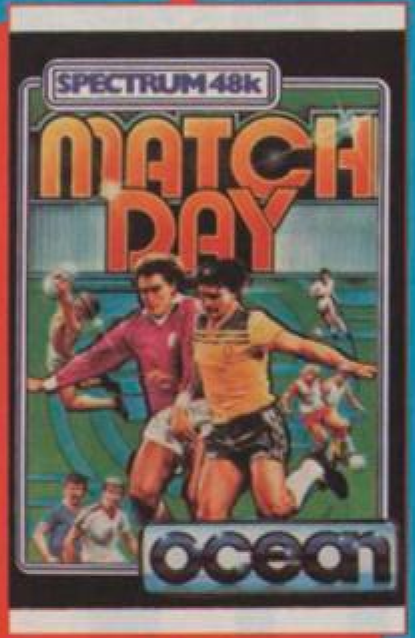
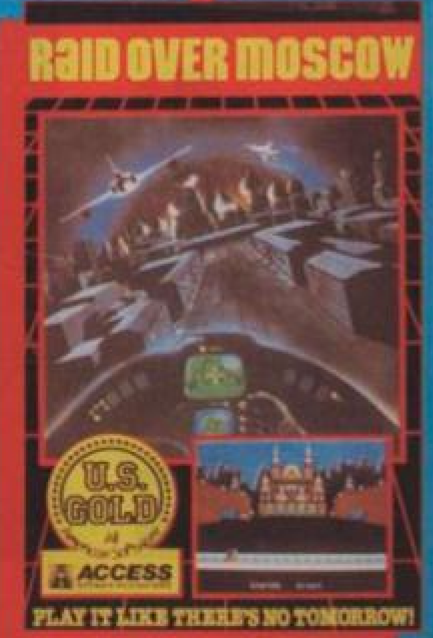
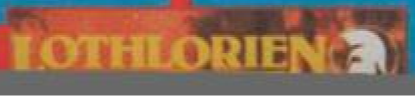

SPECTRUM 48k
MATCH DAY
ocean

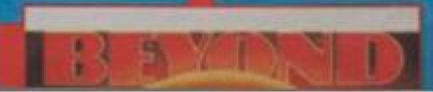
SENSATIONAL SOFTWARE FROM
MIKRO-GEN
PYJAMARAMA
FOR 48K ZX SPECTRUM

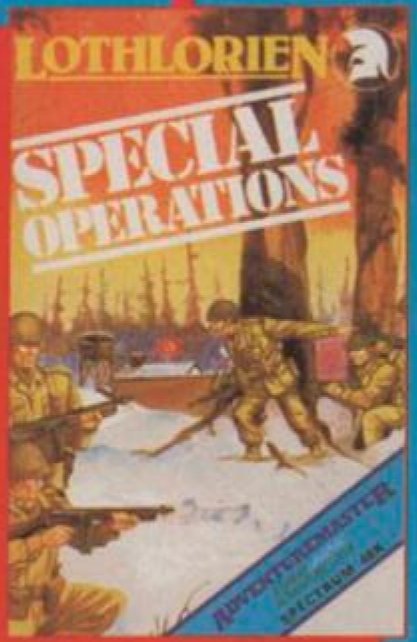
QUESTPROBE
THE HULK
Adventure International


RAID OVER MOSCOW
U.S. GOLD
ACCESS
PLAY IT LIKE THERE'S NO TOMORROW!

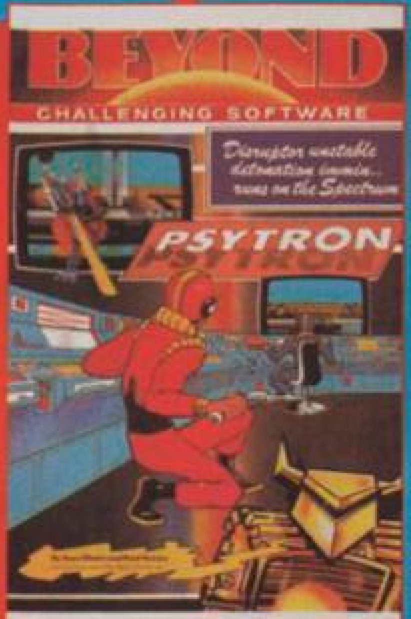
THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	OTHER
					(Also Available on)								
1	1	6	DALEY THOMPSON'S DECATHLON OCEAN	SPECTRUM	●		●						
2	2	7	DALEY THOMPSON'S DECATHLON OCEAN	COMMODORE 64	●		●						
3	3	4	ELITE ACORNSOFT	BBC								●	
4	6	2	COMBAT LYNX DURRELL	SPECTRUM	●								
5	10	4	CHILLER MASTERTRONIC	COMMODORE 64			●						
6	–	1	UNDERWURLDE ULTIMATE	SPECTRUM	●								
7	–	1	SELECT GAMES ONE COMPUTER RECORDS	COMMODORE 64	●		●						
8	11	1	PYJAMARAMA MIKRO-GEN	SPECTRUM	●								
9	9	6	MONTY MOLE GREMLIN GRAPHICS	SPECTRUM	●		●						
10	12	12	BEACH-HEAD ACCESS/U.S. GOLD	COMMODORE 64	●		●						
11	21	2	BMX RACER MASTERTRONIC	SPECTRUM	●								
12	22	2	TIR-NA-NOG GARGOYLE	SPECTRUM	●								


LOTHLORIEN



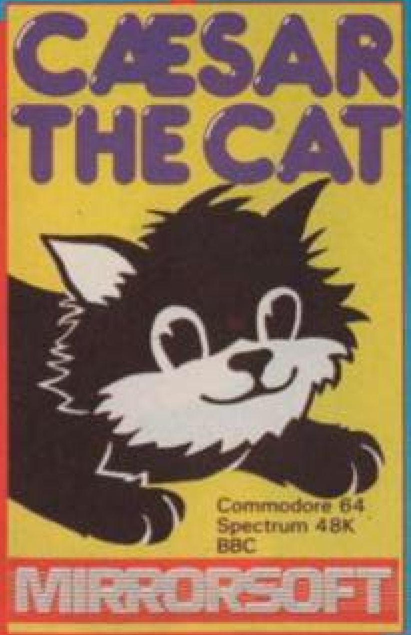

LOTHLORIEN
SPECIAL OPERATIONS
ADVENTUREMASTER
SPECTRUM 48K

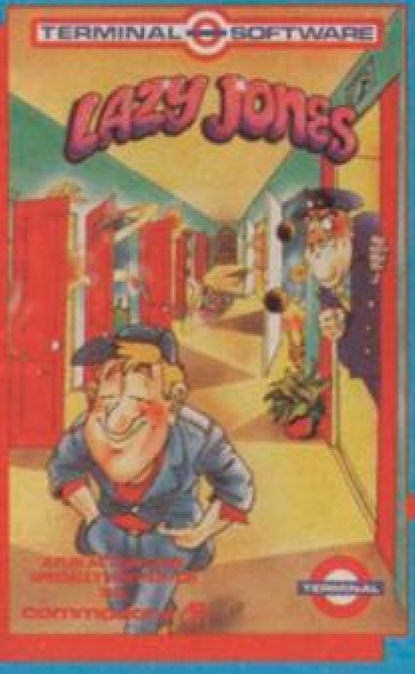
DEATH STAR INTERCEPTOR
System 3 Software
Graphically Amazing!


BEYOND
CHALLENGING SOFTWARE
Disruptor unstable detonation immin… runs on the Spectrum
PSYTRON.

8	11	1	**PYJAMARAMA** MIKRO-GEN	SPECTRUM	●								
9	9	6	**MONTY MOLE** GREMLIN GRAPHICS	SPECTRUM	●		●						
10	12	12	**BEACH-HEAD** ACCESS/U.S. GOLD	COMMODORE 64	●		●						
11	21	2	**BMX RACER** MASTERTRONIC	SPECTRUM	●								
12	22	2	**TIR-NA-NOG** GARGOYLE	SPECTRUM	●								
13	18	4	**KOKONTONI WILF** ELITE	SPECTRUM	●								
14	7	3	**JET SET WILLY** SOFTWARE PROJECTS	COMMODORE 64	●		●						
15	15	6	**MONTY MOLE** GREMLIN GRAPHICS	COMMODORE 64	●		●						
16	–	1	**PERILS OF WILLY** SOFTWARE PROJECTS	VIC 20		●							
17	–	1	**EDDIE KIDD'S JUMP CHALLENGE** MARTECH	SPECTRUM	●								
18	–	1	**BACKPACKER'S GUIDE TO THE UNIVERSE** FANTASY	SPECTRUM	●								
19	–	1	**KNIGHT LORE** ULTIMATE	SPECTRUM	●								
20	16	2	**DECATHLON** ACTIVISION	COMMODORE 64	●		●						
21	19	3	**D.M. IN DOUBLE TROUBLE** CREATIVE SPARKS	SPECTRUM	●		●						
22	4	4	**BEACH-HEAD** ACCESS/U.S. GOLD	SPECTRUM	●		●						
23	–	1	**SUICIDE EXPRESS** GREMLIN GRAPHICS	COMMODORE 64			●						
24=	–	1	**AMERICAN FOOTBALL** MIND GAMES	SPECTRUM	●								
24=	8	2	**AVALON** HEWSON CONSULTANTS	SPECTRUM	●								
26	27	2	**SUMMER GAMES** QUICKSILVA	COMMODORE 64			●						
27	–	1	**RUBIK CUBE** SOLO	SHARP									●
28	–	1	**D.M. IN THE BLACK FOREST CHATEAU** CREATIVE SPARKS	SPECTRUM	●		●						
29	23	10	**FULL THROTTLE** MICROMEGA	SPECTRUM	●								
30=	–	1	**STEVE DAVIS' SNOOKER** CDS MICRO	SPECTRUM	●								
30=	–	1	**MANIC MINER** BUG BYTE/SOFTWARE PROJECTS	SPECTRUM	●		●			●	●	●	●

★NEW


CÆSAR THE CAT
Commodore 64
Spectrum 48K
BBC
MIRRORSOFT


TERMINAL SOFTWARE
LAZY JONES
TERMINAL

Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.

Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.

Information compiled by N.O.P. Market Research Ltd.

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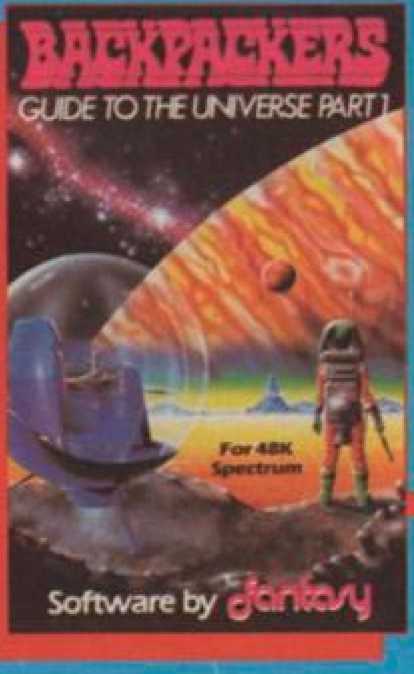
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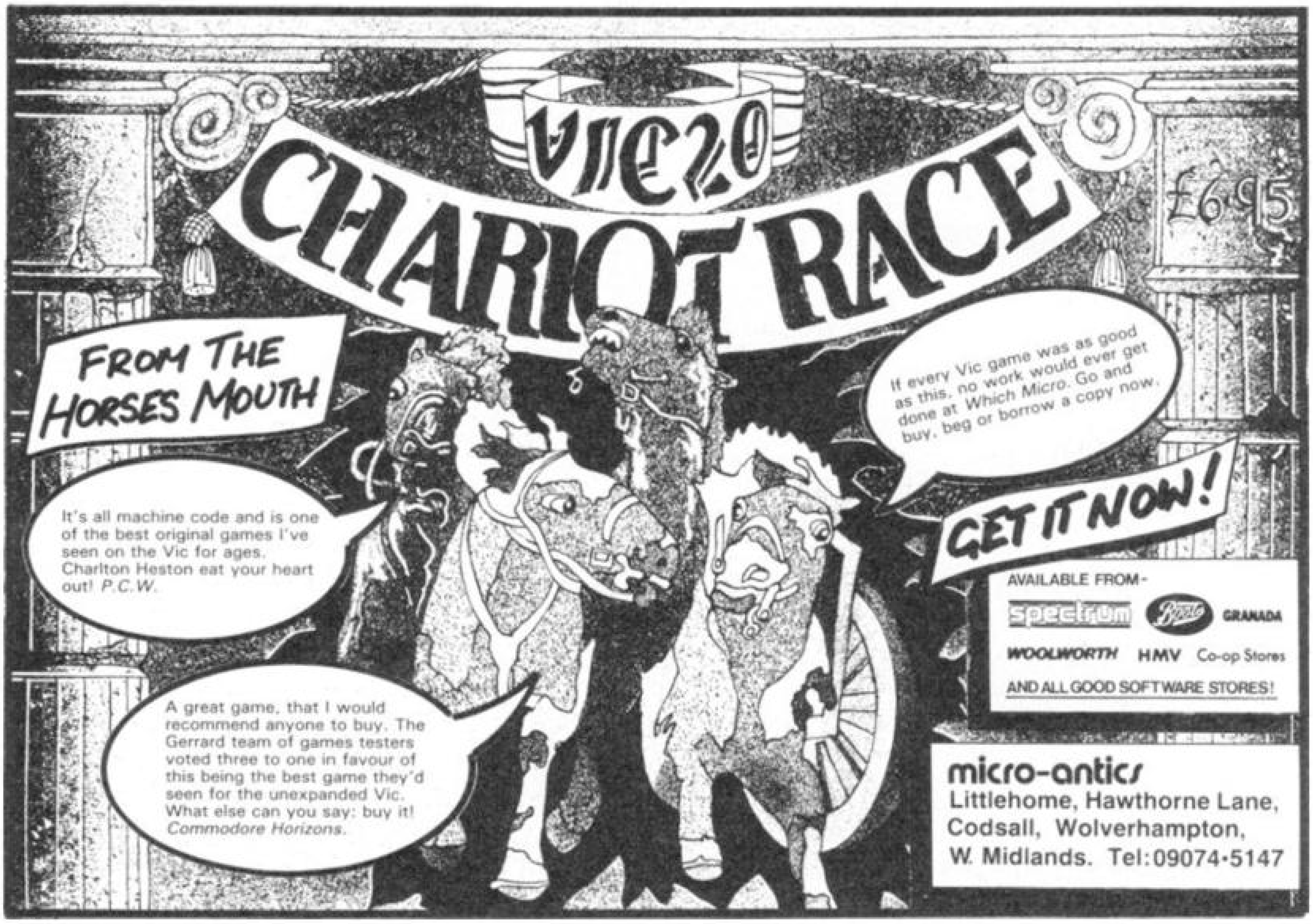
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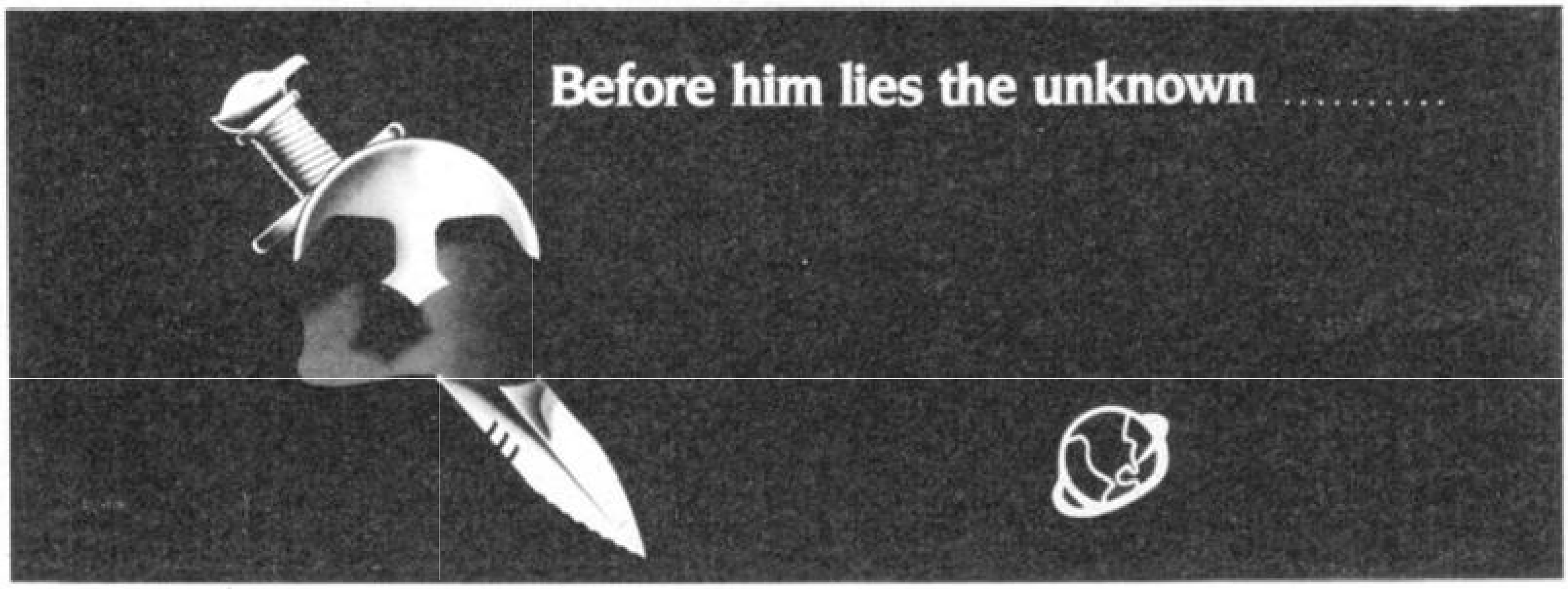

Before him lies the unknown ....

Hunchback

BY CARL BALL

Quasimodo, the legendary Hunchback of Notre Dame Cathedral, is up to his old tricks of creating havoc for the cathedral guards in an attempt to rescue his sweetheart, the beautiful Esmerelda, who has been kidnapped by the evil Cardinal.

The Hunchback must complete three challenging stages before he can rescue the fair Esmerelda.

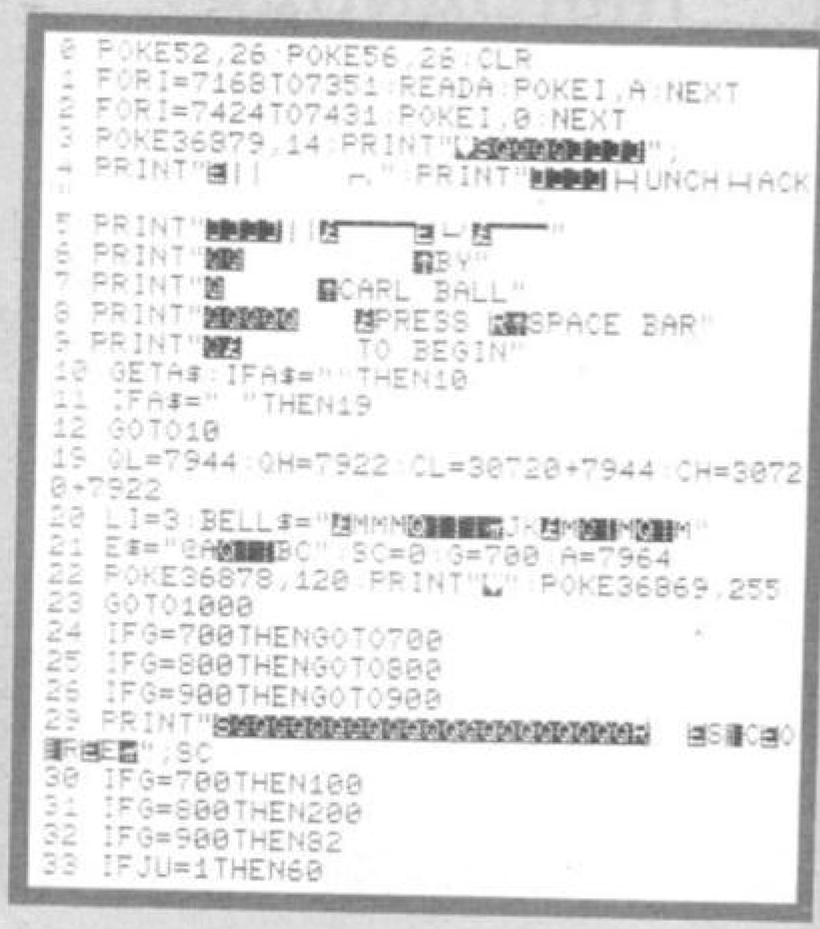
In the first level, you must help Quasimodo run along the outer wall of Notre Dame, jumping over the parapets and dodging arrows fired by the guards. In the second level, the cathedral guard assault the poor hunchback with spears and in the final screen you must help him jump over the soldiers guarding Esmerelda's prison cell.

CONTROLS
Z — Jump
X — Walk Right
. — Jump Right

VARIABLES
QL — Quasimodo's legs
QH — Quasimodo's head
A — Arrow
E$ — Esmerelda
BELL$ — Bell
CL — Leg colour
CH — Head colour

RUNS ON A VIC 20 WITH A 3K EXPANSION

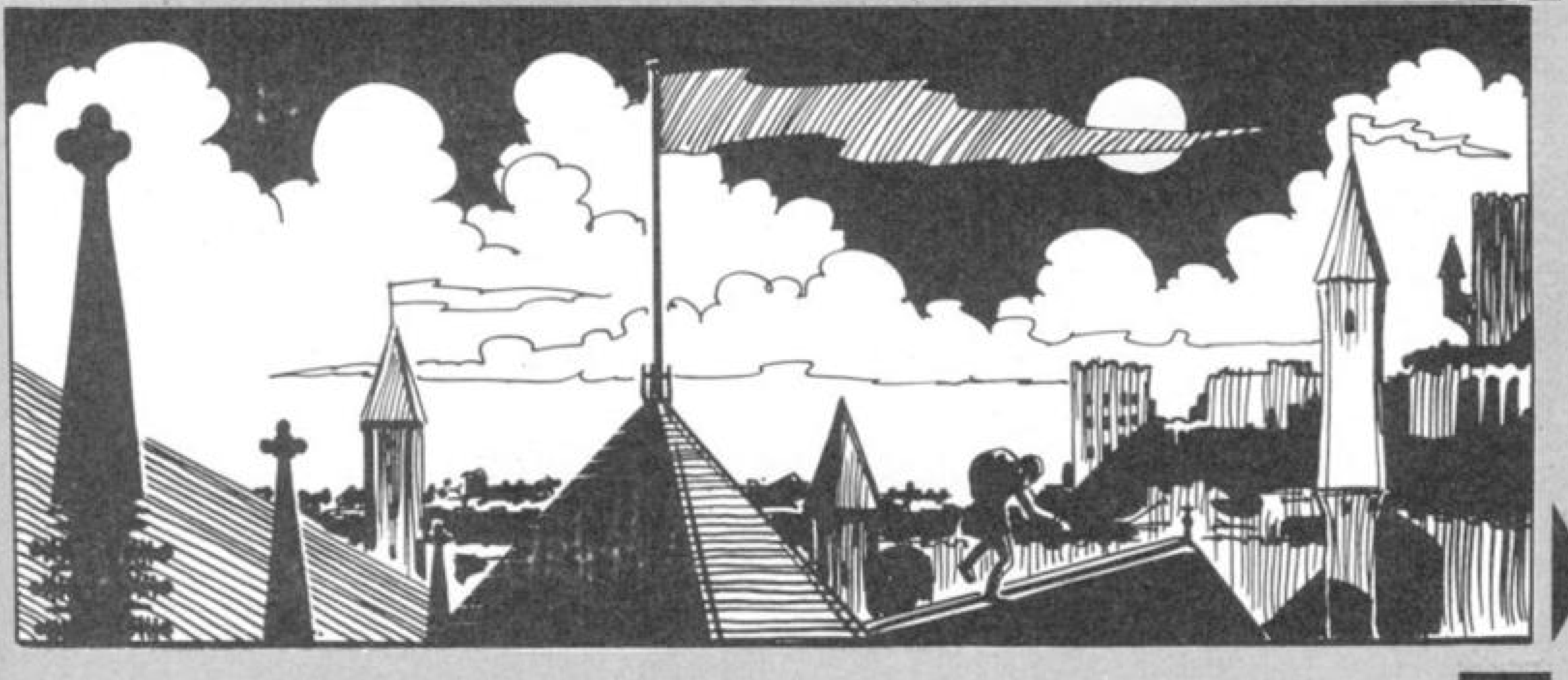
Illustration: John Higgins



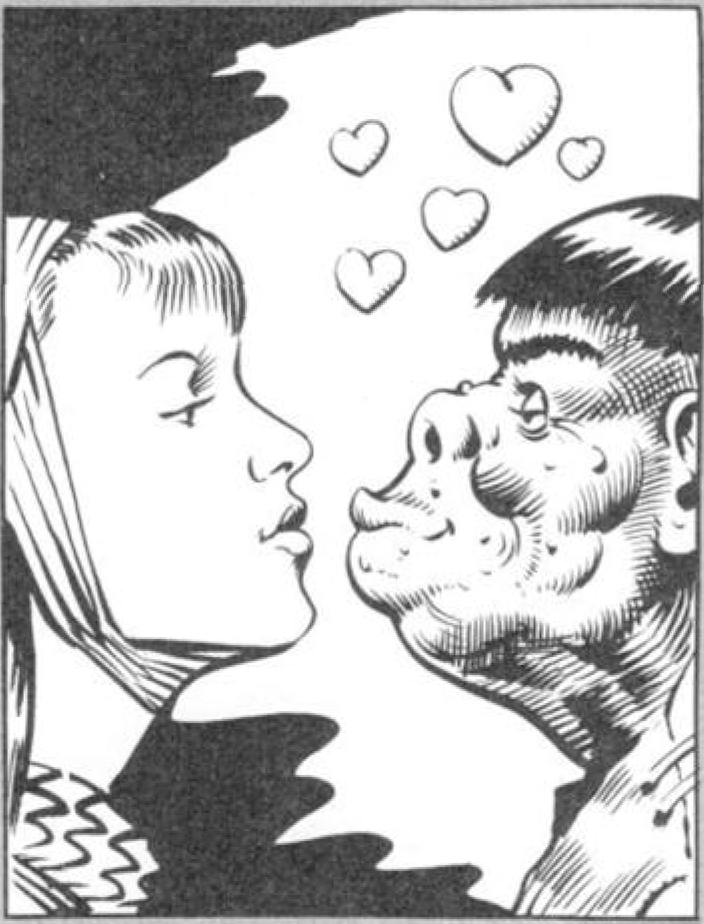
```
0 POKE52,26:POKE56,26:CLR
1 FORI=7168TO7351:READA:POKEI,A:NEXT
2 FORI=7424TO7431:POKEI,0:NEXT
3 POKE36879,14:PRINT"[illegible]";
4 PRINT"[illegible]||      ⌐.":PRINT"[illegible]HUNCH HACK

5 PRINT"[illegible]||[illegible]────[illegible]└[illegible]────"
6 PRINT"[illegible]            [illegible]BY"
7 PRINT"[illegible]      [illegible]CARL BALL"
8 PRINT"[illegible]    [illegible]PRESS [illegible]SPACE BAR"
9 PRINT"[illegible]           TO BEGIN"
10 GETA$:IFA$=""THEN10
11 IFA$=" "THEN19
12 GOTO10
19 QL=7944:QH=7922:CL=30720+7944:CH=3072
0+7922
20 LI=3:BELL$="[illegible]MMN[illegible]JK[illegible]M[illegible]M[illegible]M"
21 E$="@A[illegible]BC":SC=0:G=700:A=7964
22 POKE36878,120:PRINT"[illegible]":POKE36869,255
23 GOTO1000
24 IFG=700THENGOTO700
25 IFG=800THENGOTO800
26 IFG=900THENGOTO900
29 PRINT"[illegible]  [illegible]S[illegible]C[illegible]O
[illegible]R[illegible]E[illegible]";SC
30 IFG=700THEN100
31 IFG=800THEN200
32 IFG=900THEN82
33 IFJU=1THEN60
```

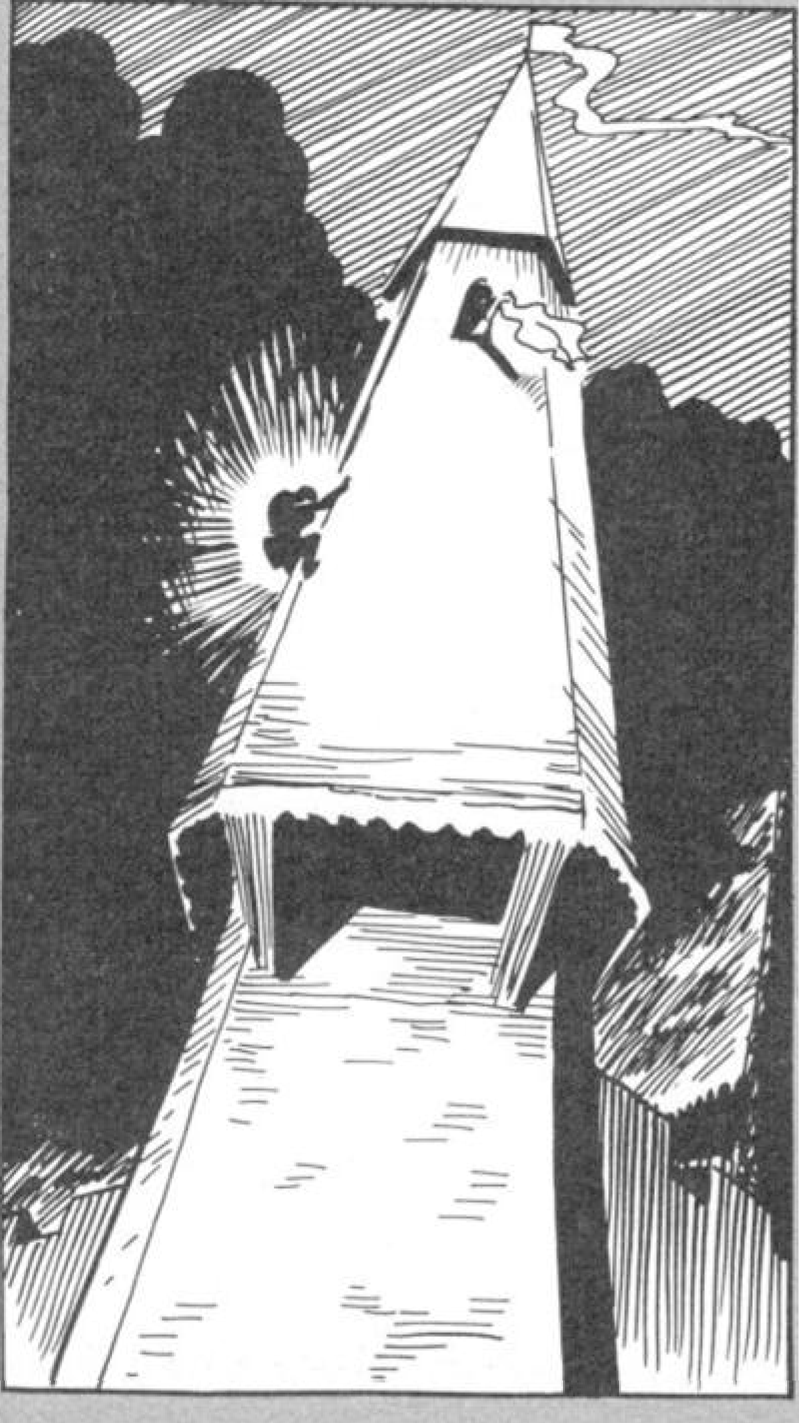
```
34 IFJU=2THEN64
35 IFJR=1THEN70
36 IFJR=2THEN74
37 IFJR=3THEN78
38 POKEQL,5:POKEQH,4:POKECH,12:POKECL,6:
K=PEEK(197)
39 IFPEEK(QL+22)=15THEN500
40 IFPEEK(QL+22)=32THEN500
41 IFK=37THENJR=1
42 IFK=33THENJU=1
43 IFK=26THEN50
44 GOTO30
50 FORT=1TO40:NEXT
51 POKEQL,8:POKEQH,5:IFPEEK(QL+1)=18THEN
500
52 IFPEEK(QL+1)=19THEN500
53 POKEQL+1,9:POKECL+1,6:POKEQH+1,7:POKE
CH+1,12:FORT=1TO40:NEXT
54 POKEQL,32:POKEQH,32:QL=QL+1:QH=QH+1:C
L=CL+1:CH=CH+1:GOTO30
60 POKEQL,32:POKEQH,5:POKEQH-22,4:POKECH
-22,12
61 POKECH,6:JU=2
62 GOTO30
64 FORT=1TO30:NEXT:POKEQH-22,32:POKECH,1
2
65 POKEQH,4:POKEQL,5:JU=0:GOTO30
70 FORT=1TO40:NEXT:POKEQL,32:POKEQH,32
71 QL=QL-21:QH=QH-21:CL=CL-21:CH=CH-21:I
FPEEK(QL)=18THEN500
72 POKEQL,12:POKEQH,4:POKECH,12:POKECL,6
73 JR=2:GOTO30
74 FORT=1TO40:NEXT:POKEQL,32:POKEQH,32:Q
L=QL+1:QH=QH+1
75 CL=CL+1:CH=CH+1:POKEQL,12:POKEQH,4:PO
KECL,6:POKECH,12
76 JR=3:GOTO30
78 FORT=1TO40:NEXT:POKEQL,32:POKEQH,32:Q
L=QL+23:CL=CL+23
79 QH=QH+23:CH=CH+23:POKEQL,5:POKEQH,4:P
OKECL,6:POKECH,12
80 JR=0:GOTO30
82 REM
83 GU=INT(RND(1)*10)+1
84 IFGU=<3THENPOKE7954,19:POKE30720+7954
,7:POKE7932,18:POKE30720+7932,7
85 IFGU>4ANDGU<7THENPOKE7932,32:POKE7954
,18
86 IFA=7944THENPOKEA,32:A=7964
87 IFPEEK(A)=5THEN500
88 IFPEEK(QH-22)=10THENSC=SC+10:GOTO5000
89 IFPEEK(A)=9THEN500
90 IFQL>7963THEN500
91 POKEA,20:POKE30720+A,1
92 FORT=1TO20:NEXT:POKEA,32:A=A-1
93 GOTO33
100 IFA=7944THENPOKEA,32:A=7964
101 IFPEEK(A)=9THEN500
```

```
102 IFPEEK(A)=5THEN500
103 IFPEEK(QH-22)=10ORPEEK(QH)=10THENSC=
SC+10:GOTO5000
104 IFQL>7963THEN500
105 POKEA,20:POKE30720+A,1
106 FORT=1TO20:NEXT:POKEA,32:A=A-1
107 GOTO33
200 GU=INT(RND(1)*11)+1
201 IFGU=1THENPOKE7949,19:POKE30720+7949
,7:POKE7927,18:POKE30720+7927,7
202 IFGU=2THENPOKE7927,32:POKE7949,18
203 IFGU=4THENPOKE7954,19:POKE7932,18:PO
KE30720+7932,7:POKE30720+7954,7
204 IFGU=5THENPOKE7954,18:POKE7932,32
205 IFGU=7THENPOKE7958,19:POKE7936,18:PO
KE30720+7958,7:POKE30720+7936,7
206 IFGU=8THENPOKE7958,18:POKE7936,32
207 IFQL>7963THEN500
210 IFPEEK(QH-22)=10THENSC=SC+20:GOTO500
0
212 GOTO33
500 POKEQH+1,21:POKEQH+2,22:POKE30720+QH
-1,1:POKE30720+QH+2,1:POKEQH,4:POKEQL,5:
501 POKECH,12:POKECL,6
502 POKE36878,120:FORMU=240TO250STEP+1:P
OKE36874,MU:NEXT:FORT=1TO60:NEXT:POKE368
74,0
503 FORT=1TO2000:NEXT:LI=LI-1:IFLI=0THEN
20000
504 QL=7944:QH=7922:CL=30720+7944:CH=307
20+7922
505 A=7964:K=32
506 GOTO24
700 PRINT"[illegible]":B$="■MMMMMMMMMM
MMMMMMMMMMMM"
701 FORW=1TO7:PRINTB$;:NEXT
702 PRINT"[illegible]":PRINT"■MMMM   MM
  MM   MM   MMMM";
703 PRINT"■MMMM   MM   MM   MM   MMMM"
704 PRINT"■                        [illegible]"
;BELL$
705 GOTO29
800 PRINT"[illegible]":B$="■MMMMMMMMMM
MMMMMMMMMMMM"
801 FORW=1TO7:PRINTB$;:NEXT
802 PRINT"[illegible]":PRINT"■MMMMM■NO
■MMM■NO■MM■NO■MMMMMM";
803 PRINT"■MMMMM■PQ■MMMPQ■MM■PQ■MMMMMM"
804 PRINT"■                        [illegible]"
;BELL$
805 POKE30720+7971,12:POKE30720+7972,12:
POKE30720+7976,12:POKE30720+7977,12
806 POKE30720+7980,12:POKE30720+7981,12:
POKE30720+7993,12:POKE30720+7994,12
807 POKE30720+7998,12:POKE30720+7999,12:
POKE30720+8002,12:POKE30720+8003,12
808 PRINT"[illegible]       ■R     R     R"
809 GOTO29
```



```
900 PRINT"■■■■■■■■■■■■■■" B$="■MMMMMMMMMMM
MMMMMMMMMMMMM"
901 FORW=1TO7:PRINTB$;:NEXT
902 PRINT"■■■■■■■■■■■■■■":PRINT"■MMMMMM  M
MM■NO■MMM  MMMMM";
903 PRINT"■MMMMMM  MMM■PQ■MMM  MMMMM"
904 PRINT"■                          ■■■■■■■■■■"
;BELL$
905 PRINT"■                          ■■■■■■■■";E
$
906 POKE30720+7853,12:POKE30720+7854,12:
POKE30720+7875,12:POKE30720+7876,12
907 POKE30720+7976,12:POKE30720+7977,12:
POKE30720+7998,12:POKE30720+7999,12
908 PRINT"■■■■■■■■■■■■■■■                  R"
909 GOTO29
1000 FORSW=0TO22STEP1:POKE36864,12+SW:PO
KE36865,38+SW:POKE36866,150-SW:POKE36867
,174-SW*2
1001 POKE36877,232+SW:NEXTSW
1002 FORSW=22TO0STEP-1:POKE36864,12+SW:P
OKE36865,38+SW:POKE36866,150-SW
1003 POKE36867,174-SW*2:POKE36877,232+SW
:NEXT
1004 POKE36878,112:POKE36877,0
1005 GOTO24
2016 GOTO2014
5000 POKEQL,5:POKEQH,4:POKE36878,120:POK
E36877,0
5001 POKE36876,220:FORT=1TO900:NEXT:POKE
36876,210:FORT=1TO900:NEXT
```





```
5002 G=G+100:IFG>900THENG=700
5003 POKEQL,32:POKEQH,32
5004 QL=7944:QH=7922:CL=30720+7944:CH=30
720+7922:A=7964:POKE36876,0
5005 GOTO23
10000 DATA0,0,3,3,2,10,2,2,0,0,128,192,1
92,192,192,192
10001 DATA0,1,5,5,5,5,5,5,240,208,80,80,
84,84,84,84
10002 DATA60,52,54,40,32,84,84,84,252,12
4,120,112,48,48,48,60
10003 DATA3,3,3,2,2,5,5,5,192,128,160,12
8,0,64,64,64
10004 DATA15,7,7,7,6,12,16,60,192,192,12
8,128,192,64,96,60
10005 DATA14,31,55,47,47,63,127,255,0,0,
0,128,128,128,192,224
10006 DATA252,124,120,60,36,228,135,128,
223,223,223,0,253,253,253,0
10007 DATA192,195,130,138,146,144,149,13
3,0,192,192,192,192,128,80,84
10008 DATA193,193,193,195,195,193,193,19
3,68,68,68,200,200,64,64,64
10009 DATA0,128,128,192,192,240,192,128,
192,192,192,192,192,192,192,192
10010 DATA0,0,64,255,64,0,0,0
10011 DATA119,85,85,85,119,0,0,0,119,84,
87,113,71,0,0,0
20000 POKE36878,120:POKE36874,210:FORT=1
TO900:NEXT:POKE36874,200:FORT=1TO900:NEX
T
20001 PRINT"■■■":POKE36869,240:POKE36874
,0
20002 PRINT"      ■┌──────────────┐"
20003 PRINT"      ■■│'GAME + OVER│"
20004 PRINT"      ■└──────────────┘"
20005 PRINT"■■■"
20006 PRINT"      ■┌──────────────┐"
20007 PRINT"      ■■│ YOU SCORED │"
20008 PRINT"      ■└──────────────┘"
20009 PRINT"■■■■                 "SC
20010 PRINT"■■■ "
20011 PRINT"     ■┌───────────────┐"
20012 PRINT"     ■│PRESS SPACE BAR│"
20013 PRINT"     ■└───────────────┘"
20014 GETA$:IFA$=""THEN20014
20015 IFA$=" "THEN3
20016 GOTO20014
```

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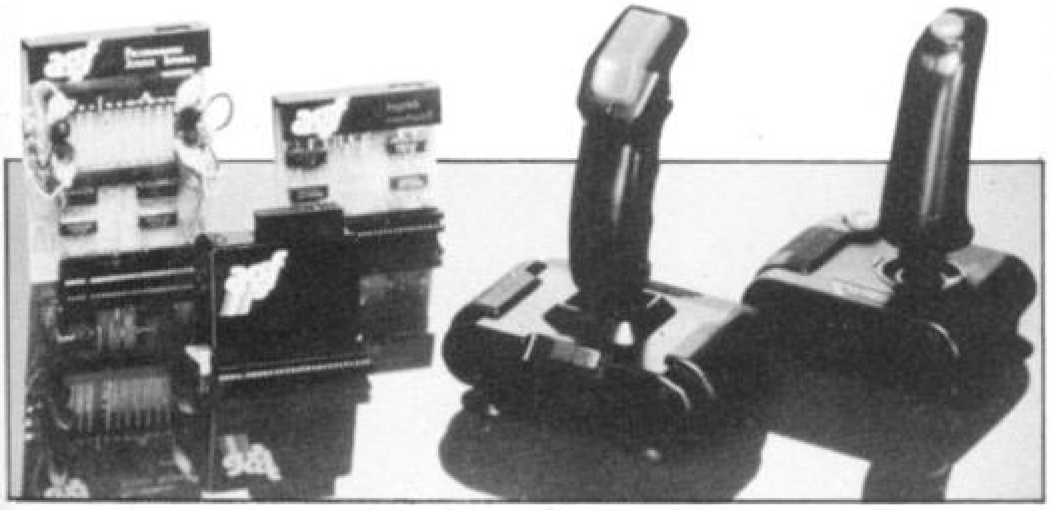

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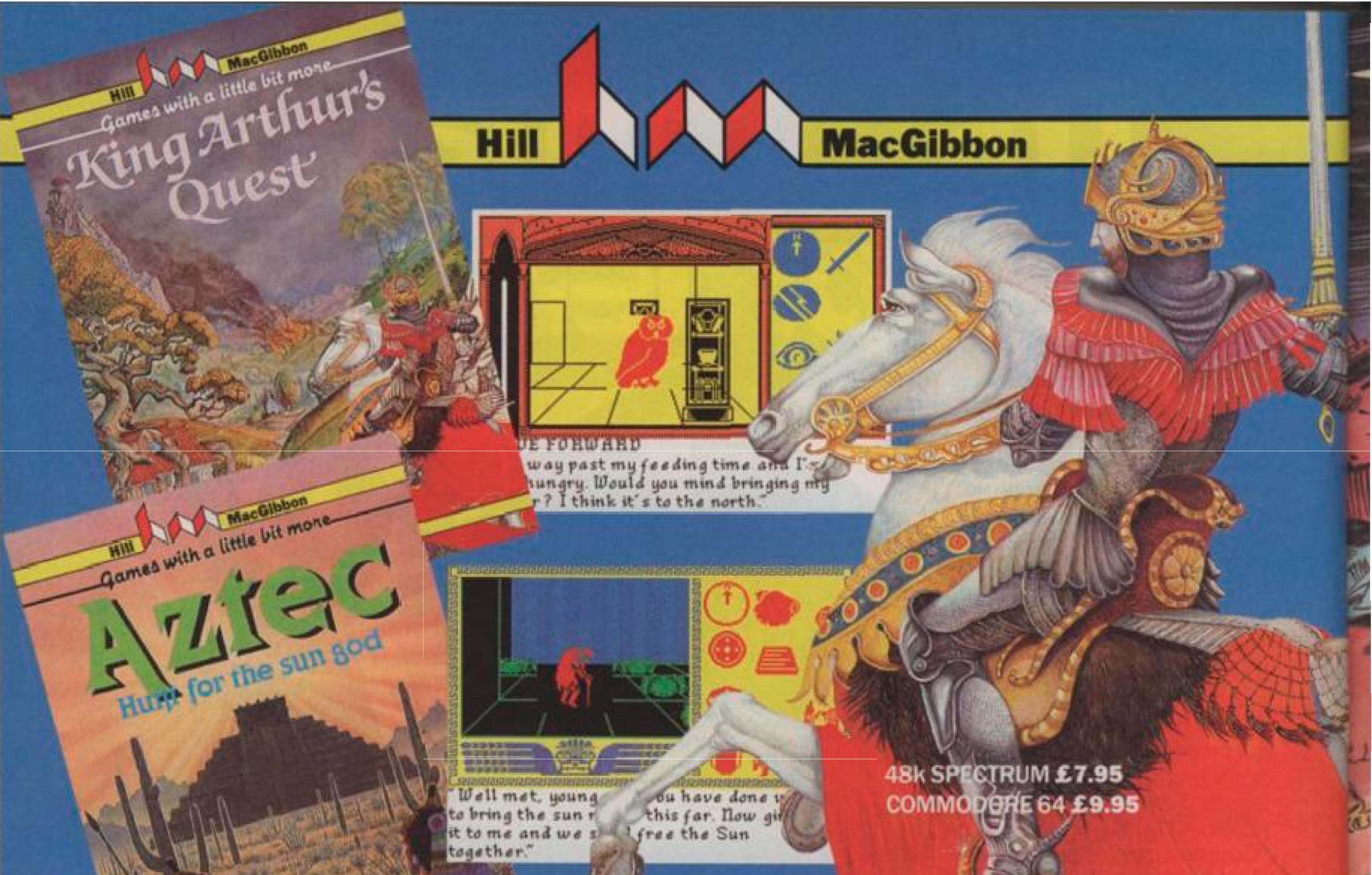
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way past my feeding time and I'
hungry. Would you mind bringing m
r? I think it's to the north."
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Hunt for the sun god
"Well met, young ou have done
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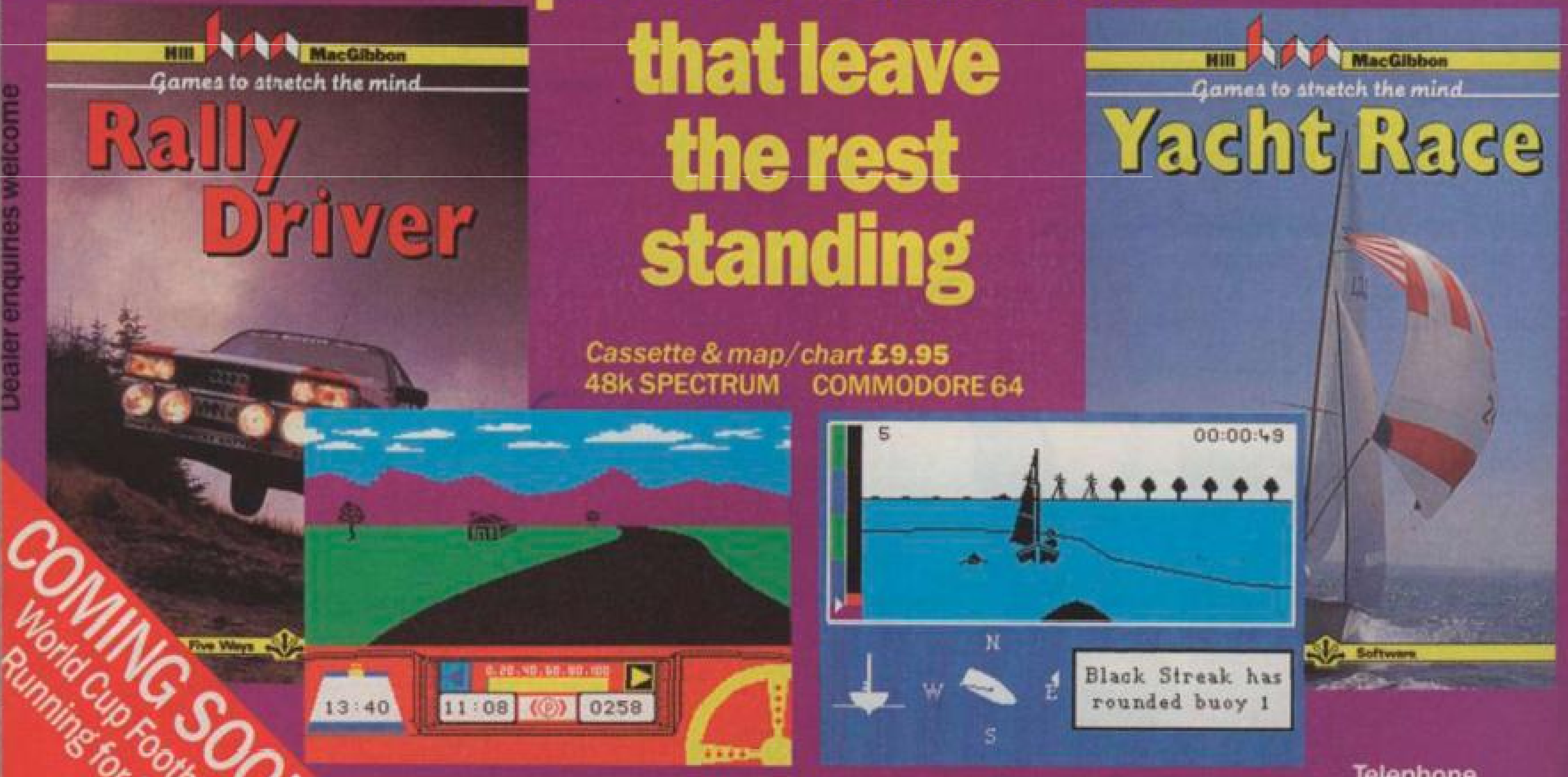
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Adventure Extra

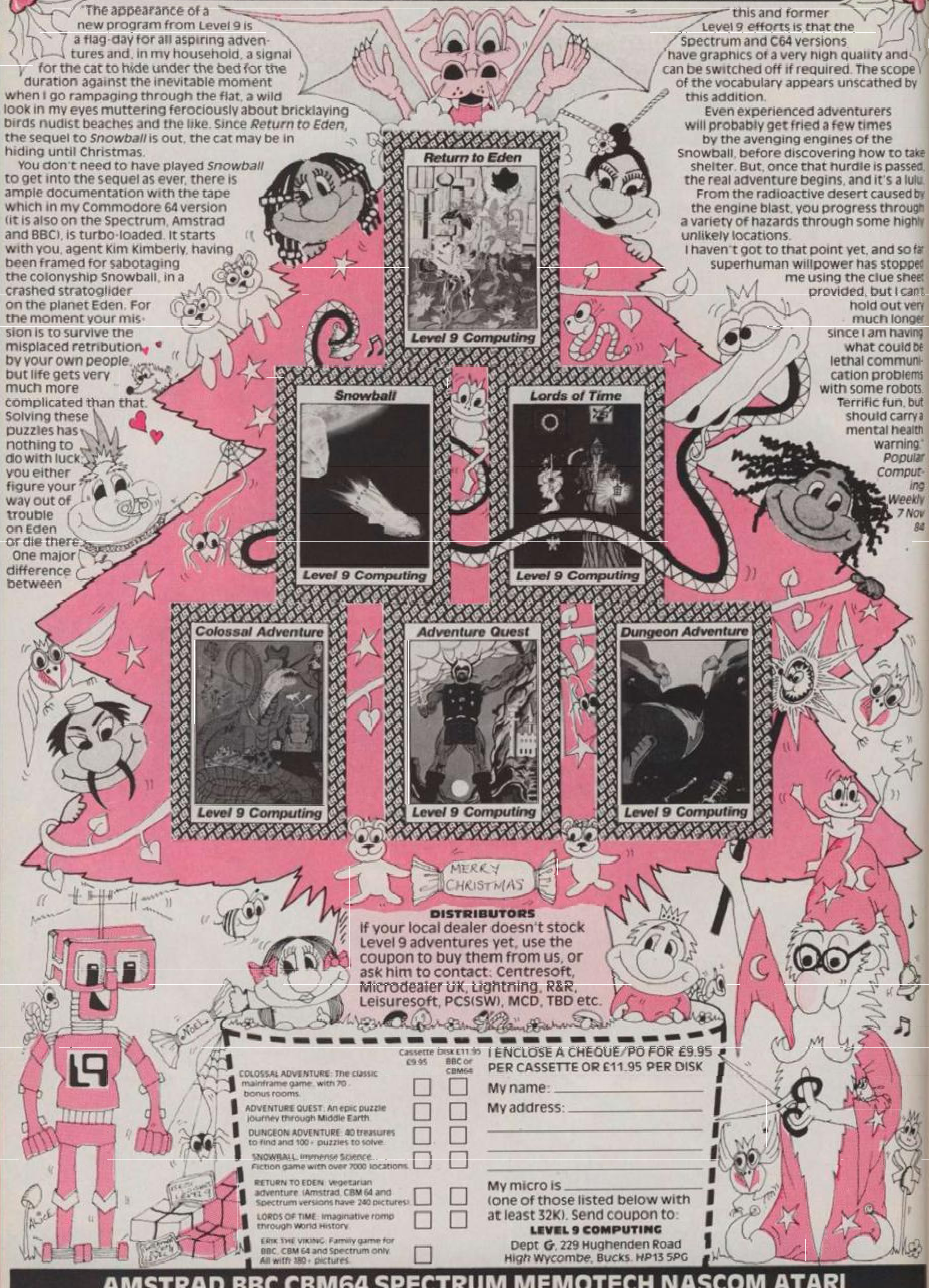
Keith Campbell & Co. proudly present another exciting episode of Adventure Extra to chase away those post-Christmas blues — and help you out of those Adventure doldrums.

93 *This issue they've decided to introduce their own rating system for the games reviewed to help you with the agonising decision of which to try. Turn the page to find out exactly why The Mask of the Sun from Broderbund. Crystal Frog from Kerian and Return of the Ring from Dragon got full marks!*

102 *Those of you who are in need of a chat turn to this page. Plus all the up-to-date adventure news revealed!*

104 *Adventurers in despair — calm down! The Helpline is on this page!*

HAVE AN ADVENTURE THIS CHRISTMAS WITH LEVEL 9



"The appearance of a new program from Level 9 is a flag-day for all aspiring adventures and, in my household, a signal for the cat to hide under the bed for the duration against the inevitable moment when I go rampaging through the flat, a wild look in my eyes muttering ferociously about bricklaying birds nudist beaches and the like. Since *Return to Eden*, the sequel to *Snowball* is out, the cat may be in hiding until Christmas.

You don't need to have played *Snowball* to get into the sequel as ever, there is ample documentation with the tape which in my Commodore 64 version (it is also on the Spectrum, Amstrad and BBC), is turbo-loaded. It starts with you, agent Kim Kimberly, having been framed for sabotaging the colonyship Snowball, in a crashed stratoglider on the planet Eden. For the moment your mission is to survive the misplaced retribution by your own people, but life gets very much more complicated than that. Solving these puzzles has nothing to do with luck, you either figure your way out of trouble on Eden or die there.

One major difference between this and former Level 9 efforts is that the Spectrum and C64 versions have graphics of a very high quality and can be switched off if required. The scope of the vocabulary appears unscathed by this addition.

Even experienced adventurers will probably get fried a few times by the avenging engines of the Snowball, before discovering how to take shelter. But, once that hurdle is passed, the real adventure begins, and it's a lulu. From the radioactive desert caused by the engine blast, you progress through a variety of hazards through some highly unlikely locations.

I haven't got to that point yet, and so far superhuman willpower has stopped me using the clue sheet provided, but I can't hold out very much longer since I am having what could be lethal communication problems with some robots. Terrific fun, but should carry a mental health warning."

Popular Computing Weekly 7 Nov 84

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If your local dealer doesn't stock Level 9 adventures yet, use the coupon to buy them from us, or ask him to contact: Centresoft, Microdealer UK, Lightning, R&R, Leisuresoft, PCS(SW), MCD, TBD etc.

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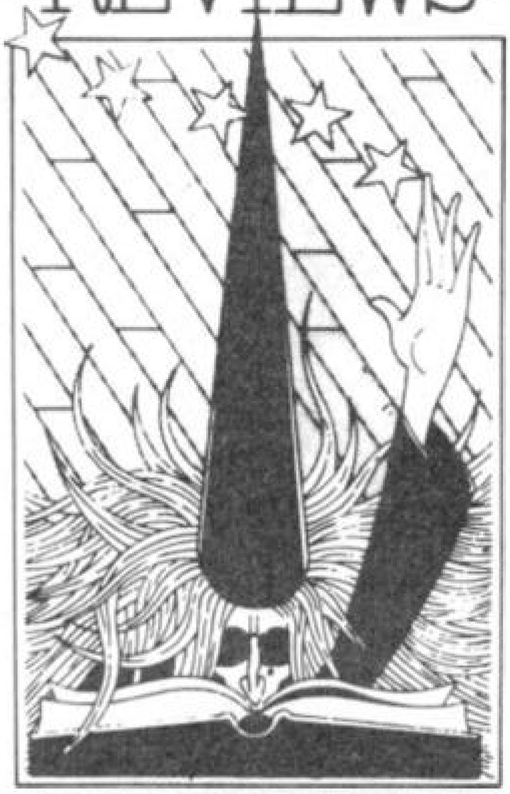


OUR RATING

This month, due to popular request, Simon, Paul and Keith have included a Personal Rating for each game they have reviewed.

These are not intended to be definitive judgements, but refer more to their personal feelings about the overall enjoyment they got from the game. The enjoyment gained from a particular Adventure is a very subjective thing. Just as a film or book that one person thinks is great, another finds no interest in, so it is with Adventure games.

So if you find, for example, that you always like a game Keith hates, then a low rating from him would be an indication that it might be a good game for you!

MASK OF THE SUN

The Mask of the Sun is a disc-based Adventure from Broderbund Software, in which you take the role of Mac Steele, a seasoned archaeologist and treasure hunter. On hearing of the theft of your latest discovery by your not-so-esteemed colleague, Francisco Roboff, you go about seeking it out. During a small fracas, you acquire an amulet found by Roboff on one of his earlier digs. I know — two wrongs and all that — but it does make you feel much better!

After a bit of leg-work back at the University, you discover that the amulet may hold the secret of the whereabouts of that most sought-after of legendary artifacts — The Mask of The Sun.

Then disaster strikes — poetic justice, perhaps! While you are trying to unlock the secrets of the amulet, it releases a strange gas. A few days later you wake up to find yourself in a hospital bed. The doctors tell you that your body is undergoing a rapid degeneration. They have no real cure, but have managed to halt temporarily the degeneration process. Listening to the doctors, you realise that you have but one chance for a cure — to find the Mask which is believed to hold the secret of the cure.

Losing no time, you wire your friend, Professor de Perez at the University of Mexico, who tells you of several Aztec ruins that may be possible resting places for the Mask. With little else to go on, you board a plane for Mexico, hoping that he is right and that time is on your side.

The strong plot is not the end of the story, for the graphics and animation used in this Adventure are something else! The travel sequences are good examples of this. Should you climb into a motor vehicle to drive to a new location, instead of just displaying a picture of your destination on arrival, you are treated to five or more screens showing you the view as you move. Pretty good, I thought. In fact, playing this adventure is a bit like taking part in an Indiana Jones movie.

With such good plot and graphics, one would expect the game to have a limited number of locations, but this is not so. Just how big the game is I'm not sure, for I lost count of the number of places I visited when I switched to the fourth disk! Yes, I meant that — this one comes on four disks!

So map-drawing is a must when playing, especially as exits in tunnels and passages change in appearance in the same way as they would in real life.

There are two other features about *Mask of The Sun* that enhance the game. As well as the usual type of text input, there are occasions when the speed of your fingers over the keyboard will decide whether you live or die. Second, there are the red herrings. Most Adventures, I know, have red herrings — but not like these! I'm not going to spoil the game for you by hinting at what they are, but I will tell you that even the most skilled adventurer could find himself totally misled without even realising it!

The Mask of The Sun has set a standard that I think will be difficult to equal, let alone better. However, being an adventurer, I should know better than to say this! I look forward to seeing more from Broderbund Software.

The Mask of The Sun is available for Atari 400/800/XL and Commodore 64 for those of you who care to venture forth and grapple with it. Good Luck!

Personal rating: 10.

Paul Coppins

SPHINX ADVENTURE

Nowadays there are many versions of the original *Colossal Caves* adventure and *Sphinx* is Acornsoft's contribution to the collection.

Your goal is to find and collect all the treasure and take it to the Sphinx. On your way, you will encounter a bearded pirate, axe wielding dwarfs and a rather annoying little .rabbit intent on following you everywhere. The way to the Sphinx is full of problems, but all of these can be solved with a bit of logical thinking.

The first thing to strike me, when I started playing, was the time the game takes to reply. Even though faster than most Acornsoft Adventures, it still has a way to go before it can compete with the Level 9 standard. The main reason, of course, is that *Sphinx* is written mostly in Basic.

One major grumble I had was that there is no save-game routine. This means that you have to play the game in one go which could run into hours — a large proportion of this being taken up with the response delay. I dread to think what it would be like on the Electron which is a much slower animal than the BBC!

The game starts off at the top of a mountain, with a road leading north to a building housing the traditional lamp and keys. Surrounding the road is the dreaded forest with unclimbable trees. Gone are the days of black metal rods — in this Adventure the Sorceror's wand makes a comeback! As well as bridging the gaps, the wand has other purposes and so does the food. The bear (which is sometimes too friendly) will refuse the food, but a certain reptile is quite willing to sample it! Needless to say, it doesn't get it, but it wouldn't say no to a bit of human flesh!

Next, we venture into the land of Oz and the fairy grotto. A gift from the Fairy King will take us back to the Sorceror's lair. Deposit the treasure in the safe IF you know the magic word and then pay (hint) the troll a visit!

After crossing the bridge, prepare to encounter those ghastly mazes! Roam through the colour maze and iron passages, or cross the glacier and get lost in the labyrinth. To get past the elephant, you need the mouse. To get the mouse, you need the cheese. And so on . . .

Altogether, *Sphinx* is not a bad Adventure. But let's hope Acornsoft think to bring out a machine code version, with a save-game option.

Sphinx is from Acornsoft for the BBC B and costs £9.95 for tape and £11.50 for disk.

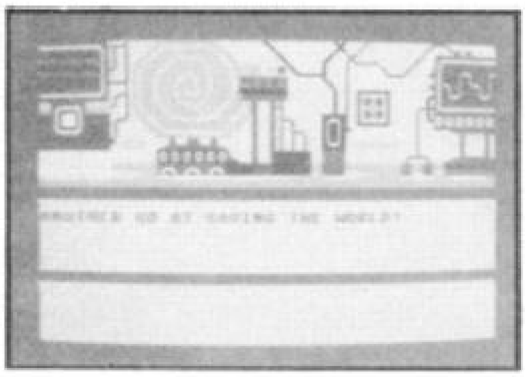
Chris Hill

STAINLESS STEEL RAT

Before you attempt to play *Stainless Steel Rat (Saves The World)*, you should read the book. I say that without hesitation for, although being fairly well-read in science fiction, I had not sampled the works of Harry Harrison. My first attempt at the game drew a zero all round, so much so that I felt there had to be more here or otherwise why the game?

So I read the book which I thoroughly enjoyed — it is amongst the most readable of science fiction and I found I could not put it down until finished. I then sat down to have another crack at the game, being now familiar with the world of Jim di Griz.

This time I was much more in sympathy with the game — but I'm afraid I still ended up none the wiser, despite continual perseverance.



The opening sequences nicely simulate the frantic opening of the story — you must act quickly or all is lost! In fact, I would say that almost certainly you will have to restart after a very short while when you first start to play.

The problems then begin to appear. Your pace is held back by the method of text display of the location descriptions. This unfolds letter by letter at a pre-ordained reading speed, followed by timed messages (if any) before the prompt appears. The time delay for any command that doesn't change the location is a yawn. In particular, I for inventory causes a timed item-by-item list to be displayed, when just a quick glance at a list is all that is needed.

In *Rat* which can go wrong for the Adventurer many a time, this is a tedious business indeed. It's not the graphics that slow down the action — they are good and instantaneous.

The other problem is that, although now familiar with the book and with my objective in mind, I can go plenty of places but not where I want! I discovered early on that it's no good trying to make a two-dimensional map — another method is needed to map time. My inability to move around at will all boiled down to inadequate knowledge of time-helix operation. I can't operate one, at least, not very efficiently.

Stainless Steel Rat is for the Commodore 64 from Mosaic Publishing and programmed by Shards. It is priced at £9.95.

Personal Rating: 5.

Keith Campbell

CRYSTAL FROG

It's lucky that good titles don't necessarily mean good games, and bad titles, bad games. If they did, then this game would have rated as terrible!

The Crystal Frog is a Quilled game, in which the object is to find "the fabulously valuable crystal frog and return it intact".

The text locations in *Frog* are so long and verbose that it had me imagining I was playing an Infocom game! Most descriptions take about three-quarters of the screen and the prose is so utterly believable that once or twice I thought that I could actually smell an apple in the orchard — an excellent example of what is actually possible using the Quill.

Some of the objects are rather strange. A spade, fur coat and apple seem to be in the right period of time, but what is a gas mask doing here? As I have so far only completed 25% of the game, you will have to bear with me, but I hope to find out soon!

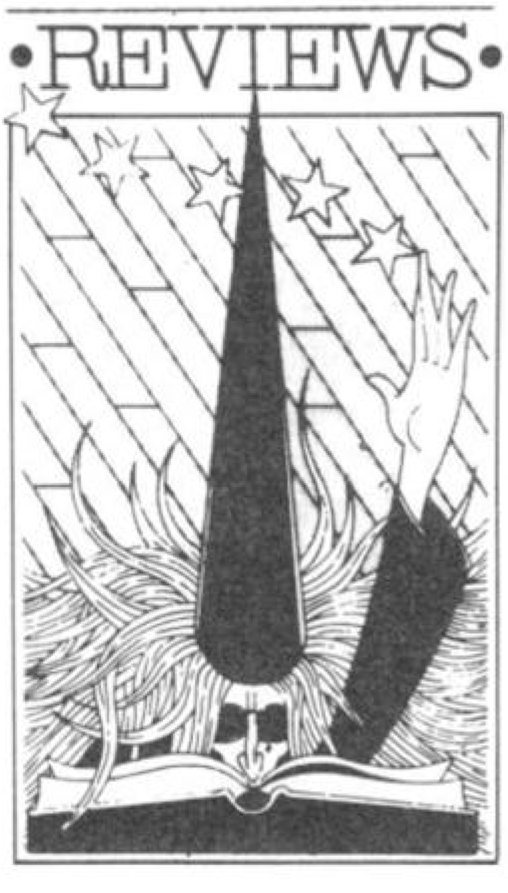
Of all the locations I visited, the three most infuriating are a hut with salt in which, for the life of me, I can't take; a cave with a bear which is driving me insane; and, to top it all, there is a nutcase in the local castle who keeps killing me! The only thing that keeps me going is the knowledge that there is another 75% to play and judging by the first 25% this should be good! I can't wait to delve into the rest of it!

The game has a very large vocabulary and contains most of the words that I wanted to use. The response speed is very good, but that, of course, is the main advantage of using the Quill. As is usual with Adventure games these days, the HELP command is most unhelpful and I would like to see the publishers offer hint sheets. If they decide to do so, perhaps they could send me one?

Crystal Frog is from Kerian UK Ltd, and available for the 48k Spectrum and Commodore 64. If you have trouble finding it, then send off to Kerian at 29 Gisburn Road, Hessle, Hull. If any game deserves to be a best seller, then this one does!

Personal Rating: 9

Simon Marsh



FRENCH ON THE RUN

Silversoft has recently released a game that it claims combines language tuition and an Adventure format. It does not quite manage it!

The gist of the plot is that you are a British wartime pilot shot down over occupied France. You have enough credentials to pass as a Frenchman and the only thing that can possibly let you down is your knowledge of France and use of French.

So far, so good. You have to make your escape and there are a number of different routes that you can take. The narrative is unfolded letter by letter across the screen, a rather unnecessary piece of dramatisation that slows the whole thing down. Each piece of narrative ends with the player having to provide an answer in French, usually to a question posed in French.

Yes, it's a multiple choice game. For example, when you encounter a Nazi patrol and the interpreter asks you how you got to the area, you answer: J'ai pris:

1. un vieil autobus.
2. un autobus vieux.
3. une autobus vieille.
4. une vieille autobus.

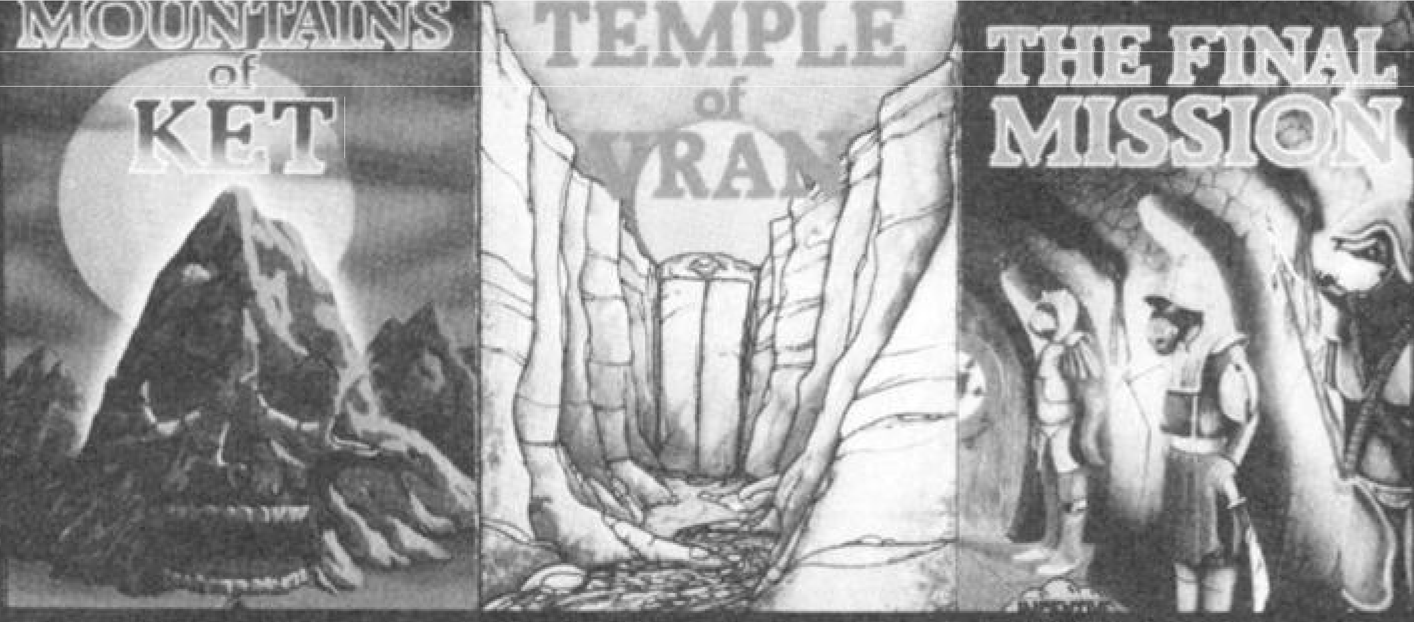
You are clearly being tested, rather than playing an Adventure by typing in plain language commands in French. The program tests vocabulary, grammar and knowledge of France, but I am not qualified to comment on its educational value, so I won't. I do feel qualified to comment on its quality as an Adventure and without hesitation I would say zero. That is not to dismiss it as a program, though, for I found it quite fun, especially when I got one question right.

French on the Run is from Silversoft, for the BBC B on disc, priced £9.95.

Personal Rating (as an Adventure): 0.

Keith Campbell

THE KET TRILOGY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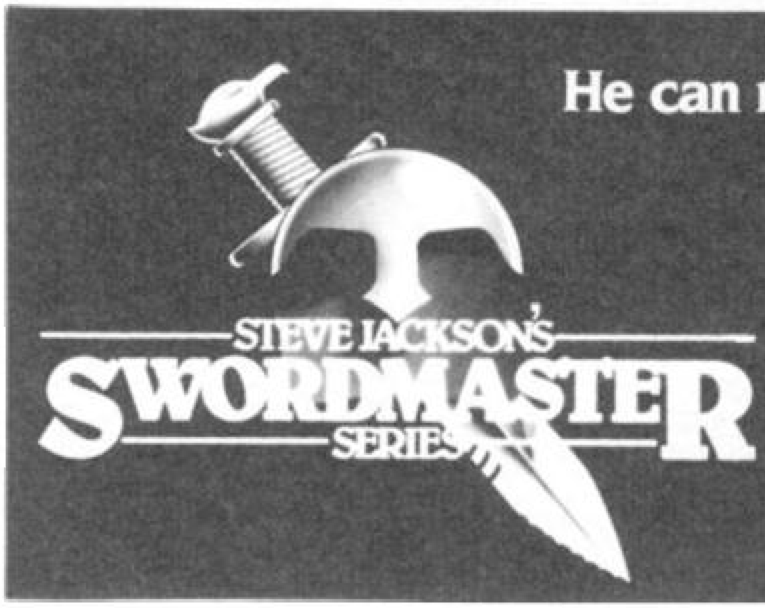
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RETURN OF THE RING

The Dragon is dead. Long live the Dragon!

At almost the same time as Dragon Data has disappeared from the scene, the quality of new Dragon Adventures has suddenly risen like a phoenix from the ashes. Scott Adams is releasing his series for the machine and one of the original producers of Dragon software, Wintersoft, has come back with a vengeance after a year's absence, with a game fighting to be recognised as one of the classics of all time — *Return of the Ring*.

This game is the sequel to *Ring of Darkness* and, for once, a sequel has proved to be better than the original.

What is the objective? "Guardian of Shedir is defeated. The hordes of the evil sage lie at bay. Now, Ringbearer, wielder of the four rings, must face the greatest challenge — to return the Ring of Darkness to its creators in Ringworld."

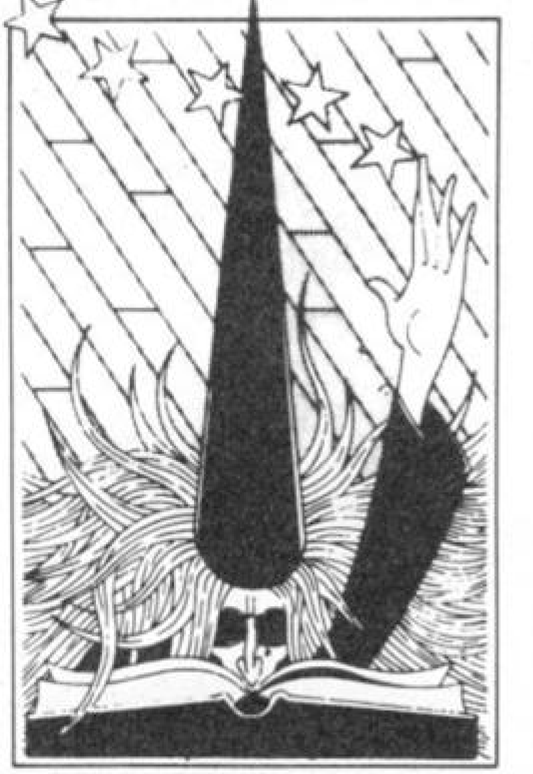
As in *Ring of Darkness*, this game starts off in Dungeon and Dragon style, with character creation. There is a slight difference here, with a new attribute called Regeneration. You have 50 points to distribute amongst the attribute fields and each field must have at least ten. A small hint now — make the Regenerations about 15 if you want to get anywhere in this game!

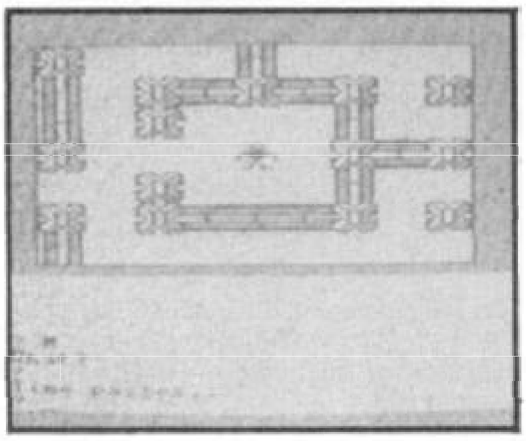
Having designed your character, you must load the main game in from the tape. I called my character Pink Fairy and he was a Dwarf Technician with 15 points per field. So persona intacta, the game started and I was suddenly thrown into the world of Shedir.

Once out of the regeneration room, I found myself in a 3D maze complex. Hunting around, I found various things, including mutants who could be either friendly or, more to be expected, very unfriendly. Amongst all this were to be found portals to different worlds. By using one of these, you can be transported into almost another Adventure, but because of memory limitations some worlds have to be loaded in from tape.

The one world that you MUST visit and I urge you to visit first is the Krell village — but watch your pockets as the locals are a bunch of thieves! The village is drawn in hi-res, as are most locations. In one of the buildings is King Cebar who gives you a mission to obtain the Hamless sack. Steal it!

The game is full of these little tasks (little, he says — didn't seem like it at the time!) Once the tasks have all been completed and the Ring of Time constructed, you are transported to Ringworld. *Ringworld* is a text-only Adventure and this too must be loaded in from the tape. If my calculations are correct, you have over 90k of game for £10.





The interactive characters are very useful to you, for you cannot solve the game without their help. As in the *Hobbit*, however, some of their movements seem a bit random. Unlikely as it may seem for a Pink Fairy, the Princess Xandra is my favourite. She certainly seems to be the most useful character but, had I played the game in a different way, then maybe someone else would have been more important to me.

If you enjoy your sleep, then don't buy *Return of the Ring*. If you are an insomniac, like me, then buy it and rejoice in the thought that you are playing the best ever game for the Dragon.

Return of the Ring is for the Dragon from Wintersoft, priced £10.

Personal Rating: 10.

Simon Marsh

DOUBLE PACKAGE

There is one thing that you can be sure of when you pick up an adventure for the BBC micro — it hasn't been written using the Quill. Whilst that does not necessarily guarantee its quality, it does mean that a great deal more thought has had to be put into it and the authors felt the extra effort worthwhile. Here is a double package, with two games, one on each side of the cassette.

Ebony Tower is a fairly standard text Adventure and, whilst it has some annoying qualities, it has a reasonable plot and is quite playable. The text comes in various colours and the response is fast.

Your mission is to kill a dragon but, before achieving that, quite a number of other problems must be solved in order to find out how.

The setting, initially, is a beach and exploration will lead you to swamp, forest and mountains — hopefully to enlist the help of pixies and avoid the orcs. Is there a use for a ripe banana? How do you get the keys from the snake? These are probably the first two problems to focus your mind on.

The annoying features about the game are a rather ignorant EH? when you try to examine something and a few sudden death actions. The sudden death would not be so bad if it wasn't necessary to reload the data section from tape to restart. However, this is only a short load, taking about half a minute including rewinding the tape.

Xanadu Cottage is written in a completely different style from its tape-mate. Again, it is text-only, but this time rather more neatly formatted and in white only. The response is so fast that it seems to appear before RETURN is fully depressed!

This is a treasure gathering Adventure which always appeals to me, perhaps because one can usually watch the score mounting up as the treasures are being stashed away! The locations are imaginatively described and in places somewhat reminiscent of *Zork*, although never so verbose.

Moving away from the opening scene, a path down a canyon leads to a fountain, the source of a river and further on the entrance to the caves, where the gatekeeper demands a toll to pass. He will somewhat casually leave behind a lamp for you if you pay your dues — though what good that does is questionable!

Yet another game without the word EXAMINE but this time the computer will politely but rather firmly announce that "I don't accept the word EXAMINE. By my reckoning, the BBC micro must have a higher percentage of Adventure games with no EXAMINE command than any other!

Overall, the *Ebony Tower/Xanadu Cottage* cassette offers a couple of entertaining and none too easy Adventures and represents a good buy. From Alligata Software for the BBC B, priced £7.95.

Personal Rating: 7.

Keith Campbell

RETURN TO EDEN!

Well, I'm glad I'm not really Kim Kimberley! After all that trouble saving the Snowball from certain doom, what thanks does it get? I say "it" because Kim is a bit of a unisex type, designed, presumably, so that everybody can identify with her. Could be that very few will — know what I mean?

But I digress. After all that trouble saving the *Snowball*, overcoming waldroids, nightingales and the rest, the colonists aboard repay her by finding her guilty of murder! So there she is, on Eden, having escaped in a Stratoglider and no means of protecting herself against the wrath of the ungrateful colonists! Snowball will take its revenge, by blasting its engines towards the "it-type" Kim.

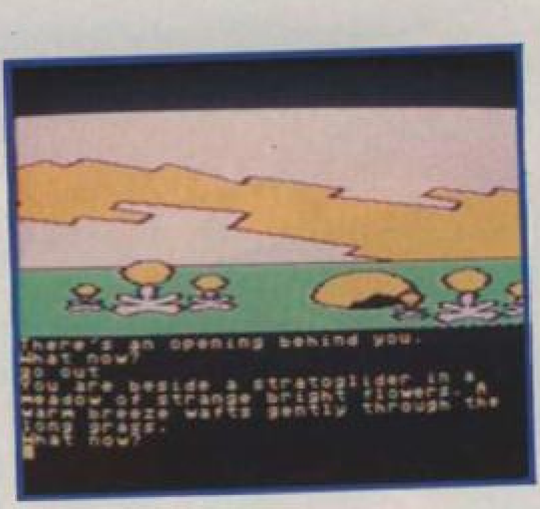
That, of course, is your first problem. Then you must save the planet Eden from the robots who have made it habitable and are now doing their own thing!

This is the first Level 9 game under their own label that has graphics. I wish it wasn't, for on the Spectrum version that I played, they did nothing to enhance the game. They certainly didn't reach the standard of the graphics in *Erik the Viking*, although they are just as fast in displaying.

I was soon typing "words" — the command that turns them off. I wasn't altogether impressed with the text either — not the content, but the appearance. Level 9 has created their own character set in the image of those computer-readable characters you see at the bottom of cheques. I found them rather painful to read.

So it was with relief that I turned to the Commodore version. In this, the graphics are quicker to display, more attractive and have a "wide screen" look in contrast with the Spectrum's "square screen" pictures. In addition, the text hadn't been messed around and was far more readable!

Once out of danger from the Snowball, your journey takes you through the countryside, with its alien flora and fauna, to save Eden from its robots who have gone slightly bananas. From that, you will probably guess that I haven't yet got very far into the game — you are right! But would you have wanted to wait another couple of months to read about the game??



```
There's an opening behind you.
What now?
Go out
You are beside a stratoglider in a
meadow of strange bright flowers. A
warm breeze wafts gently through the
long grass.
What now?
```

Return from Eden is littered with new trendy words from Level 9's imaginative but self-explanatory sci-fi vocabulary, such as Tradclads, the (unisex?) costume you find yourself wearing. There are also a number of random messages that tend to get a bit tedious at times, such as "a helicopter gunship clatters overhead". Predictably, perhaps, I would have preferred no graphics and more variety of text, as even the Commodore graphics do little to enhance the game.

For some reason, nearly everyone has gone off the idea of releasing text-only Adventures any more. This is a pity in the case of Level 9, for they built their excellent reputation on text Adventures. So it seems we purist text adventurers must suffer to accommodate the sales-intensive casual buyer who is to be lured by pretty pictures.

Nevertheless, *Return to Eden* is of a high standard and will, I think, turn out to have the same depth as its forerunner, *Snowball*.

Return to Eden is available for a wide range of machines and is published by Level 9 Computing at £9.95.

Personal Rating: 8.

Keith Campbell

OPERATION SAFRAS

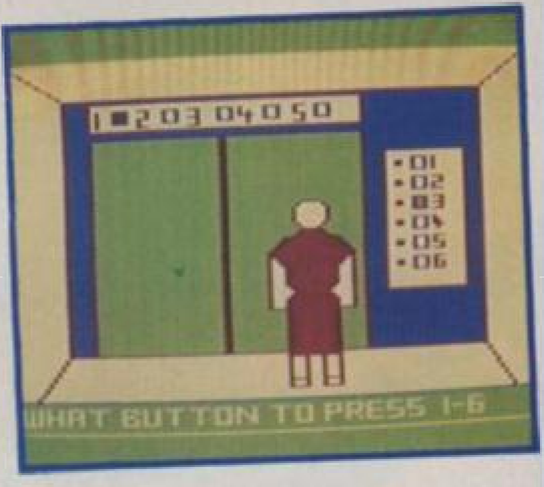
I played the Dragon version of *Operation Safras* which follows the successful *Pettigrew's Diary*. In fact, *Safras* is not a sequel — quite the reverse, since it describes events before the Diary.

Pettigrew has been described as one of the best Adventures ever for the Dragon and Keith even rated it as the best Adventure covered in last January's Adventure supplement! Personally, I have always disagreed with that assessment and therefore viewed *Safras* with some doubts when it arrived.

Operation Safras follows a similar format to the *Diary*, having three parts. Each part has a connection with the other parts, but it is very slight.

The first part is about *Pettigrew*, giving his height, weight and so on. There follows a few scenes, one of which is set in a lift which is filling up with water.

To stop yourself from being drowned, you must press the right button to open the door. The remaining puzzles in the first section are rather similar.



```
WHAT BUTTON TO PRESS 1-6
```

Next follows the Adventure game. Here, you have to find five agents with the help of an agent locator. The locator shows which agent is nearest to you and how many hours you have in which to find him. If you fail he will end up rather dead!

The Adventure is written in Basic, as are the other parts of *Safras*, and I found it very slow and boring! In fact, it could send an insomniac to sleep!

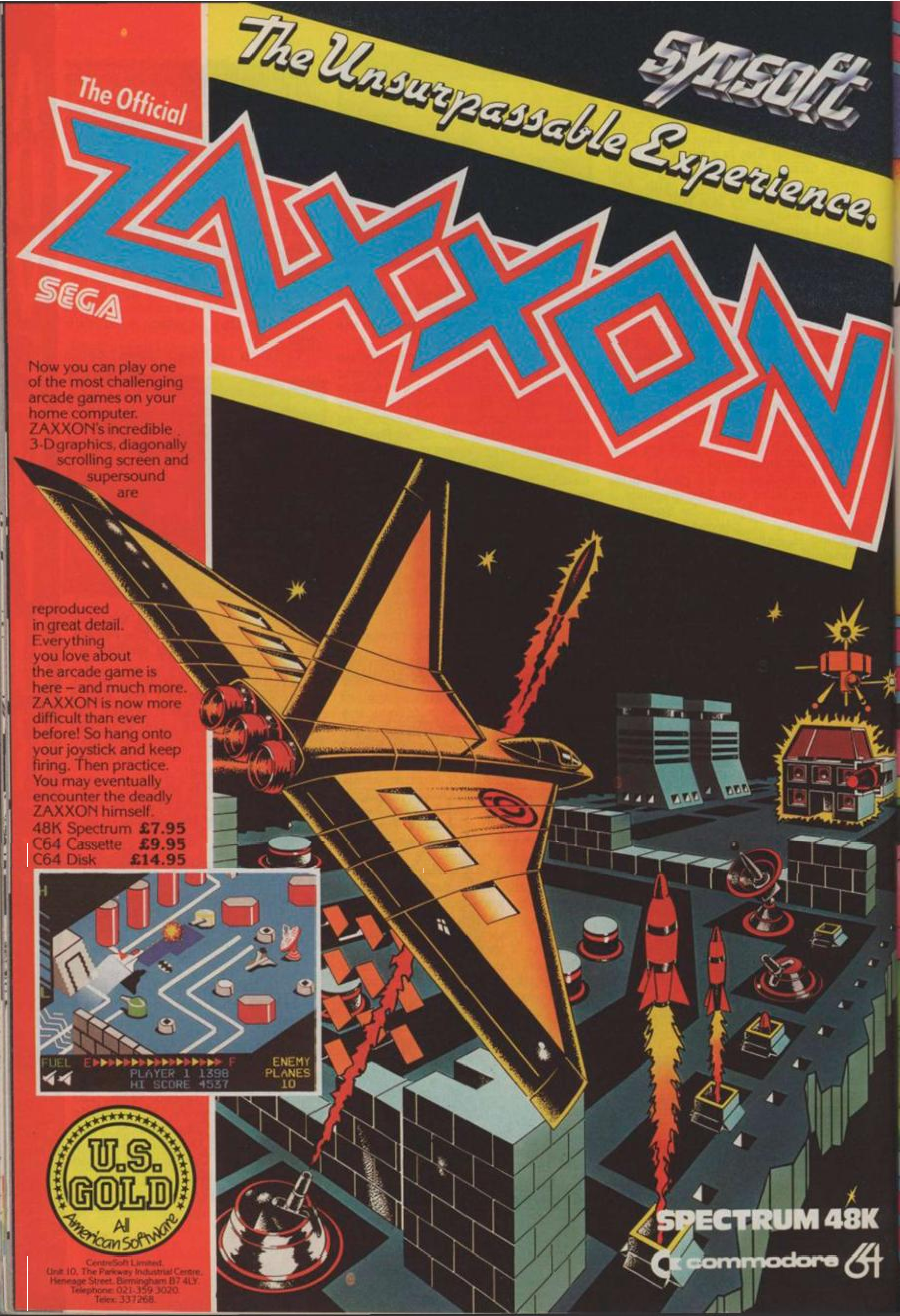
The third and final part is a collection of challenges to test you. In the first of these, our hero has to get past an axe-wielding giant. This seems to be rather out of place in this modern-day Adventure, but then this is a very disjointed Adventure!

The only thing I liked about this game was the sound effects, but sound alone is not sufficient to make up for the shortcomings. My own feeling is that this so-called Adventure is best left to those with an IQ of about 10!

Operation Safras is for the Dragon 32 and Tandy Colour Computer from Shards Software, priced £7.95. *The Pettigrew Chronicles*, a 2-cassette pack containing the best of *Pettigrew's Diary* and *Operation Safras*, is available for the Commodore 64 and Spectrum for £9.95.

Personal Rating: 4.

Simon Marsh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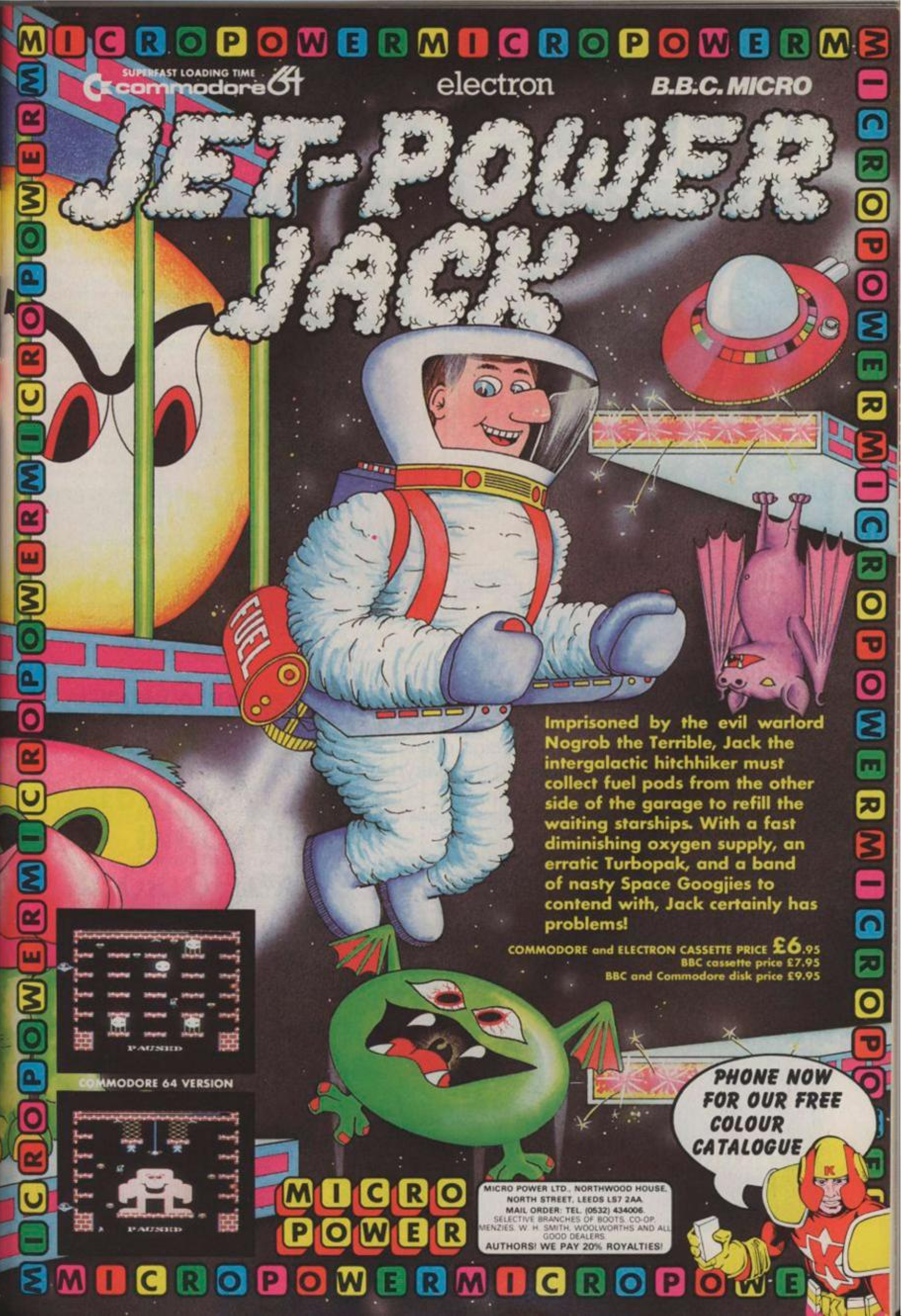

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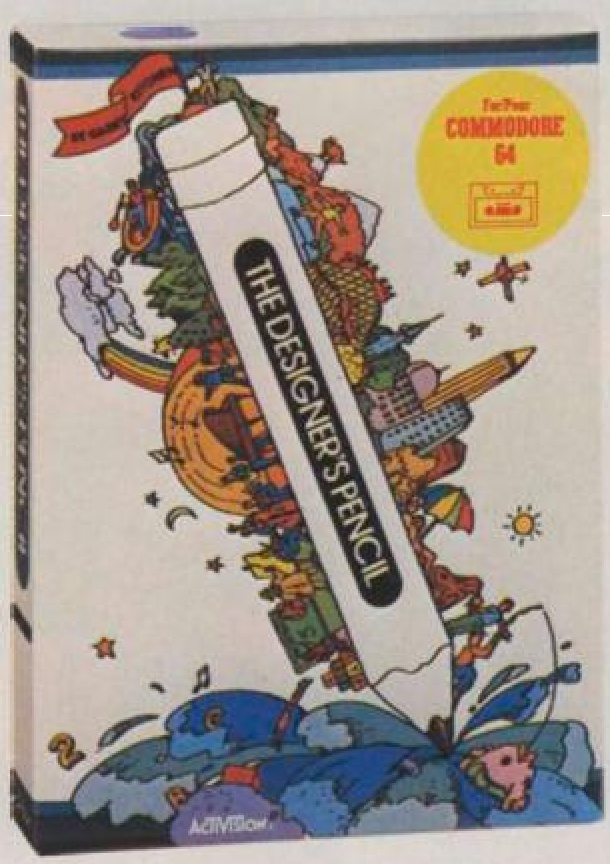

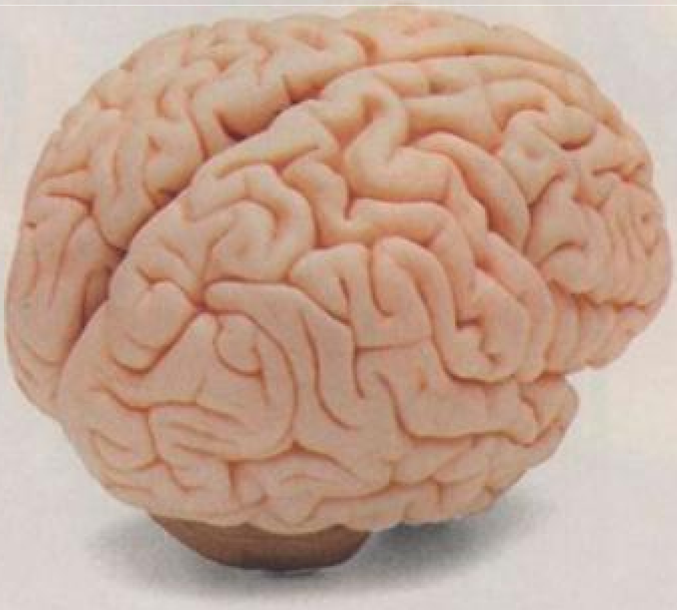

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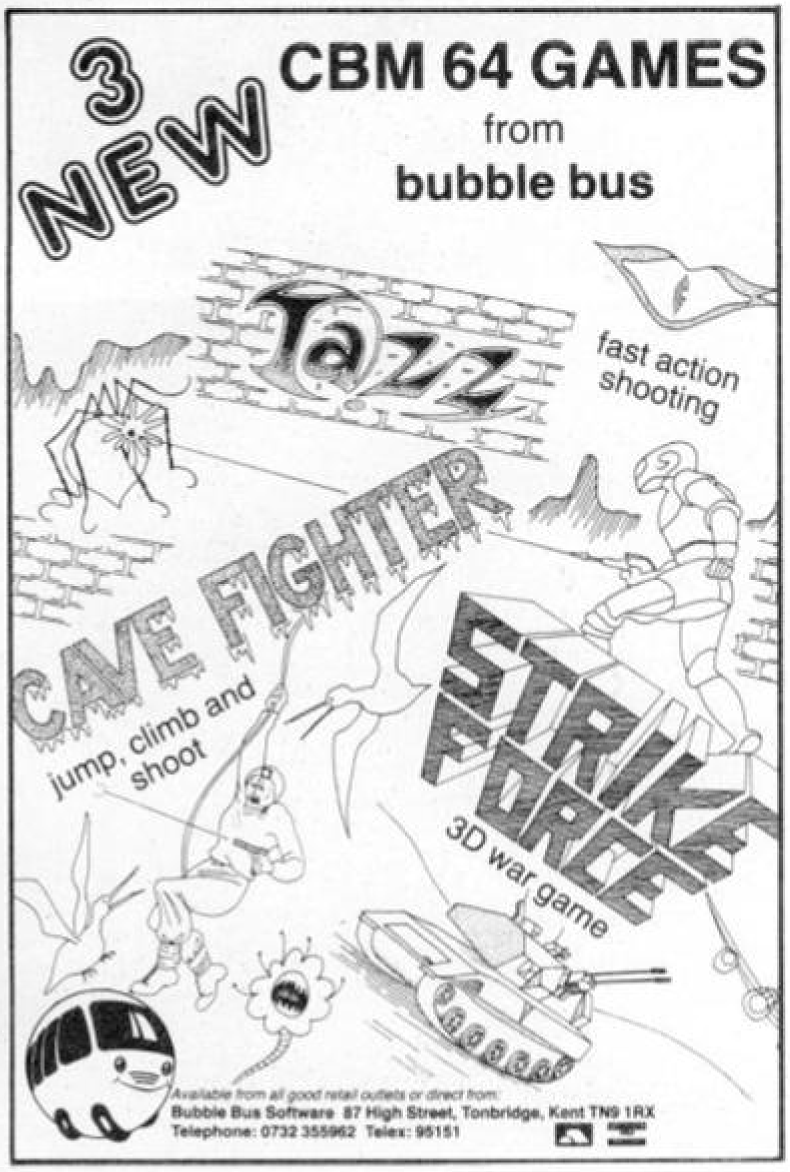
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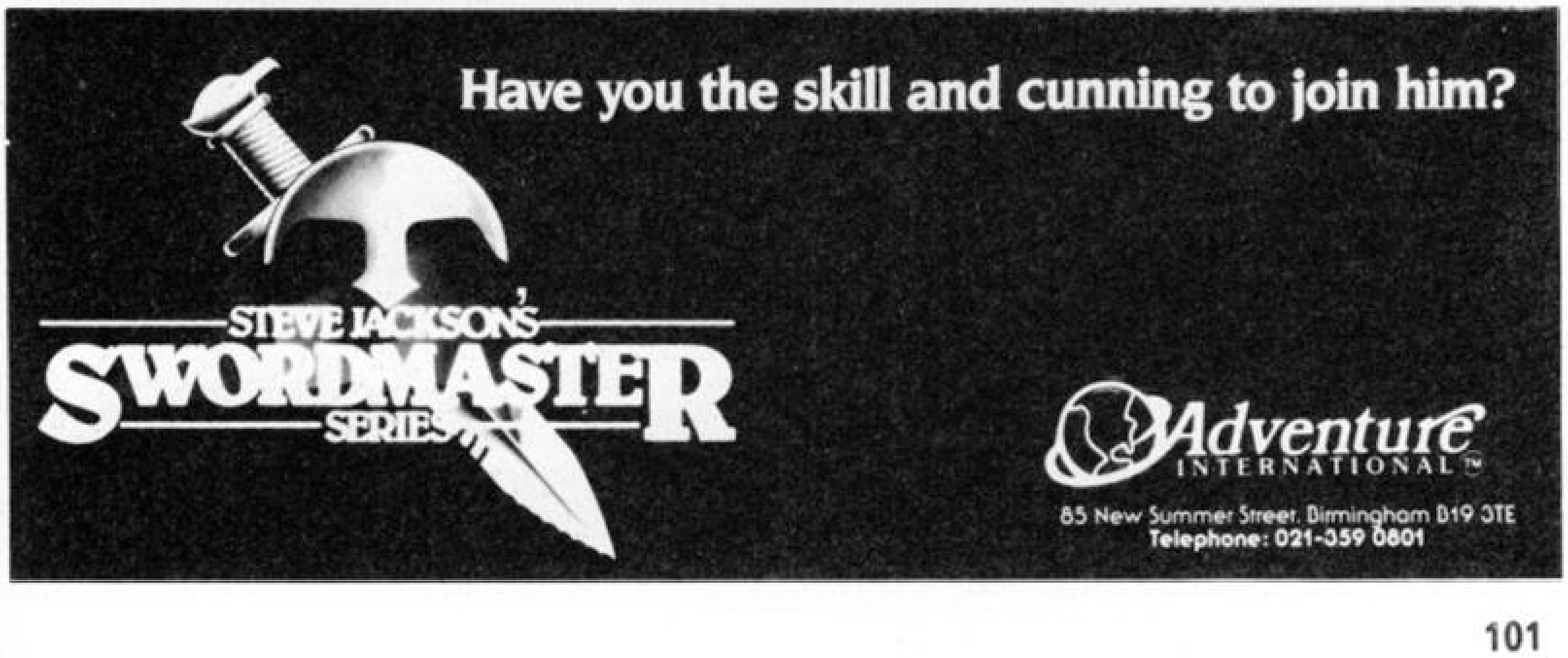
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GET A LAUGH — FIND A JOKE!

You may remember a short while ago I asked you to send in your favourite joke lines from Adventure games. Chris Watts of New Malden suggests talking to the nomad in *Pyramid of Doom* and, in the same game, trying to smoke the tanna leaves. In *Dungeon Adventure*, says Chris, take the octopus into the dark room!

Meanwhile, Mark Grimwood from Sudbury in Suffolk recommends that you dig the grave with the pocket shovel in *Voodoo Castle*, if you want a good laugh.

Going to the other extreme, Geoff Phillips nominates two games for the award of unfunniest Adventure — *The Hobbit* and *Pimania*, any other offers?

ADVENTURE CHAT

The arcade fans are being converted! Lee Caller of Staines confesses to being a strictly arcade person, but decided to sample the seamier side of computer games by buying an Adventure — Mystery Fun House. He solved it in six nights flat and somewhat guiltily admits to actually enjoying it! But he was disappointed that the game didn't take the recommended month! He asked me to suggest something difficult, as he intends to buy more Adventures. So beware, arcade players! Try an Adventure at your peril — you may get hooked on something more powerful than a joystick!

Readers often write to confess to solving a problem, or even completing a game, mere moments after popping their desperate plea for help in the letter box. It somehow seems that the act of giving in relaxes the mind! One such is a certain Paul (Sweetie-pie) McRoy, that desperado with no family or *Coronation Street*, who was struggling against *Pyramid of Doom*. How dare he? Still, for good measure, he says: "Keep up the good word and push the Ed for an extra page and a rise!" I won't be greedy, Paul, I'll just settle for the rise!

Quite a number of Commodore 64 players of *Twin Kingdom Valley* have written to chastise me for my comments about garish graphics in the game. I played the game on a BBC micro and stick by what I said. If more than one version of a game is available, I try to make a point of mentioning which I played for the review. Unfortunately, on this occasion, the line was cut out so that the review would fit the page! Ignore my criticisms of *TKV* graphics, Commodore owners — from what I've heard, they are a great improvement on those in the BBC version.

A COUPLE OF BOOKS

The educational potential of Adventure games is a subject on which I have touched before. Now a book, *Learning With Adventure Programs* (Melbourne House), has been written especially for teachers. It sets out how an Adventure game, not written with education in mind, can be used in the classroom to help develop many different skills.

The author, Rosetta McLeod, Principal Teacher of English at Linkfield Academy, Aberdeen, takes three games, *The Hobbit, Valhalla* and *Snowball*, and describes how she devised work units for them, under the general headings of reading, writing, talking and listening. Map-making, note-taking and the development of creative writing skills are among the many topics introduced in the work units, as well as research projects into the subjects, eg Norse gods, the future of mankind, etc. For each game covered, a detailed work unit is provided. The theme of an Adventure game as the focus for a learning scheme for children of all ages comes over as a very exciting and interesting approach to study.

There is also a chapter on the Quill, in which senior pupils had the task of planning their own Adventure games (so this is where they're all coming from, is it?!)

This is a book that can be well recommended to teachers in search of innovative uses for their schools' computers.

There are now many books around on the subject of how to write Adventure games, but one of the best I have come across is *How To Write Adventure Games* for the BBC model B and Electron, by Peter Killworth (Penguin Books, £5.95).

Since the author has been responsible for such successful Adventures as *Philosopher's Quest, Countdown to Doom* and the others in the Acornsoft series, his credentials are impeccable.

After a brief introduction about how such games are written, the reader is introduced to a pseudo-Adventure to illustrate the basic idea. Next, the reader graduates to the development of a simple Adventure game and finally goes on to an advanced game which is constructed using a fully explained database generator program.

Whilst reading the book, I discovered why all Peter's games have exits restricted to compass points plus UP and DOWN. It's all a matter of space saving, but in my opinion it does limit the game somewhat.

You will need a fairly good knowledge of BBC Basic to follow the Adventure-writing trail outlined here, but it is suggested that a lot can be learned as you go along. You WILL need a BBC or Electron micro for the book to be useful to you, as the programming techniques explained are very specific to BBC Basic.

If you have such a machine and are looking for a book explaining in some depth a technique for Adventure programming, then I can recommend this as logical and easy-to-follow reading.

SCROLLING 3-D!

In reviewing Adventure games I have managed, until now, to steer clear of joysticks. Usually a joystick requirement for an Adventure means that it is a so-called arcade adventure — whatever that term may mean! In such a game, the joystick moves the player over a map, and a touch of the button fires a missile, or effects the picking up of an object. Without text input, a game is not defined as an Adventure in my dictionary!

A merging of text commands and joystick control has appeared in two recent releases for the Commodore 64. Imagine a graphic adventure in which the picture is far too wide to fit on the screen and then superimpose a picture of your puppet on it. To traverse the undisplayed areas of the picture, the joystick moves your

puppet across the scenery, by scrolling the background to left or right and animating the puppet so he appears to be walking. There is a bit more to it than that, for the graphics have parallax, which means that objects in the foreground appear to move faster than those in the far distance, creating the illusion of 3D.

If you stop joysticking, then you can type in orthodox text commands and get a text/graphic response.

You might expect that this technique makes for a more realistic graphic Adventure. In practice, the reverse is true, because the Adventure map becomes so contrived as to seem completely artificial.

At the limit of your left/right joystick travel, your puppet meets with a seemingly invisible force and a message tells you that he can't go in that direction — despite being in completely open territory! Movement other than left/right is by typed command, causing the puppet to jump to a completely different scene. Thus, instead of an integrated Adventure map, you have a series of layered bands, and the whole thing has a most unrealistic feel to it.

In *Zim Sala Bim*, your puppet is the last able-bodied man left in an Arabian village, following a raid by the Sultan. His task is to go to the Sultan's bedroom and recover the gold. The puppet is in full Arab garb and, judging by his silly walk, I think he must at least have been knocked about a bit by the raiders! His speed of movement is adjustable by hitting a key in the range 1 to 9 and I soon discovered that this parameter also affects the speed at which the computer will accept text input. I eventually decided that 9 was the only playable option — a pity therefore that the default level is 1.

When I took my Arab out for a stroll in the desert, a message told me that there was a pistol present, even though it was not visible. I typed GET PISTOL and he suddenly took it into his head to set off at an alarming pace towards the invisible barrier to the far left. There, I knew, lurked a band of thieves, but I was up the oasis without a paddle, as it were, for the joystick would not respond.

This is a beginner's level Adventure, with music all the way. If you can't stand the incessant drone of Arabian music, there is always the volume control on your TV as a last resort! The blurb with the game describes it as a totally new Adventure experience, a claim that I found to be true, but it is not one that I would wish to repeat!

However, I did, for *African Safari* is similar in format to *Zim Sala Bim*, also for the Commodore 64 and also from Australia. *Safari* is rather dense compared with *Bim* for any text entered that is not understood simply gets wiped clean — end of output! This leaves the player completely in the dark as to what, if anything, is happening. Other instructions cause the computer to deny the existence of objects when they are plainly visible and reported as being present.

You are an explorer who can't take any objects for you have a bad back. Once this problem is solved, there is a rather tedious sequence that involves joysticking your explorer miles there and back, via the invisible barrier, to solve the next one. The joystick locations are east/west, but the exits north/south (which must be typed in) are up at the far end. Gives the mind a rest, I suppose, but I found it all rather tedious.

The claim by the publishers "makes the *Hobbit* look like a dwarf" is laughable, unless it is only referring to the bugs. For there is a beauty in this one! After reaching a watery end, my puppet was reincarnated for the replay with an enlarged lower half — he must have got swollen legs from all that running about! His miniature top half sat on his large hips and, as he changed from front to profile view through the joystick, he produced some comic hall-of-mirrors effects!

Zim Sala Bim is for the Commodore 64 from Melbourne House, priced £9.95, and *African Safari* is for the Commodore 64 from Simulated/Interdisc, priced £9.95.

KEN'S EYE!

I have never really thought much of the Artic Adventure series, especially the first four, which tend to have very tortuous verb/noun combinations, like SWITCH SWITCH, POINT SONIC and PUT BRANCH.

There is no doubt, however, that A-D have proved very popular, perhaps because they were among the first Adventures available for the massively popular Spectrum. It has always struck me as strange that E, which is probably the best, seems to have proved the least popular. That could be explained by the far greater competition that it has had to face.

Way back in the March 1983 issue, I reviewed A-D and said I thought they got progressively better. After *Golden Apple* comes — *The Eye of Bain* and this continues the trend. The scenario is written by regular *C&VG* reader Ken Gosling who has been writing to Helpline since the year 0001 *CVG*!

Not only is Ken's plot excellent, *Bain* performs well both in program and execution and in the implementation of the plot. It has a split screen, instantaneous display, its own character set that fits more than 32 characters across the screen AND no bugs or spelling/typing errors that I have yet detected!

I was about to describe *Bain* as a text Adventure until I typed LOOK AROUND, when — lo and behold — I got a picture! There's one for every location, but they just sit there modestly, waiting to be called up!

It took me quite a while to escape the first location and even longer to escape it safely. The latter was because I hadn't used my eyes and the experience alerted my sense as I continued to play.

The setting is Alvania, a desert land, where as the might warrior Tarl you must escape with the emerald Bain. You start off shackled to a pole in a grass hut with no HELP command worth mentioning. Once on your way, you may well meet up with a nasty nomad (shades of *Pyramid of Doom*!) and must survive the desert heat and various other hazards.

Well done, Artic — you've produced a first class Adventure at last. Well done, Ken, for the plot and don't let success stop you writing to the Helpline! Well done, Simon Wadsworth, for some excellent programming!

Eye of the Bain is from Artic Computing for 48k Spectrum and Commodore 64, priced £6.95. I played the Spectrum version.

DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...

ADVENTURE HELPLINE

BRAIN-TEASERS!

Jessica Corsi is one of the ever-growing band of adventurers who write to the Helpline from foreign parts. Jessica has written from Milan to ask about Commodore's *Quest.* Whenever she plays the game, she always ends up on the beach in the cavern, and quite often dies there. Wanted — a noble knight to rescue her from her plight! Is there a way to use the boat?

Every now and again someone pushes up our current hi-score for *Lords of Karma.* Can anyone beat 1059 Karma points, scored by J. E. Lord of Ramsbottom?

Gateway to Karos is puzzling Ian Abbott of Dunstable. How can he get past the mountains, or find the flying carpet?

David Yates of Preston is still Philosophising. Where is the pile of doggy hair, and the portrait, he asks?

R. Smith of Luton has come to an absolute impasse in *Black Crystal.* He can't find any map references, nor defeat Dr. Death in *Super Spy.*

COUNT YOUR BLESSINGS!

K. G. Ashberry seems to have done everything bar kill *Count Dracula* — and is on the verge of giving up! Here's what he wrote in desperation:

Oh Scott Adams what have you done?
I've seen the Count but now he's gone.
I ate the pills and read the note;
I've smoked the cigs and got sore throat.
Up the pole and out the door,
It's driving me batty, no more, no more!
I've picked some daisies and picked a lock,
I've picked my brains, but now there's a block.
The Count has won and so has Scott,
The Screen is blank — it's just a dot.
As I sit here disconsolately and mope,
A letter to Keith's my only hope.
I need some help from Adventure Boffin,
To explain just how to open coffin.
No more adventures — I know what's wrong,
It's out with the joysticks and back to Kong!

Help is at hand, KG! Read on:

Oh K G Ashberry, Mr, Sir,
My deepest anger you incur.
What you suggest is Adventurer's sin —
Go throw those joysticks in the bin!
And turn to Helpline (upside down)
For verse and worse to kill that frown!

KEEP WRITING!

Stefan Fafinski wrote to say "you gave me a PQ clue on your (artistic) postcard, so I am sending in return a map of the ME passages, to help out other adventurers." Here's what they look like; the location number is in brackets and the adjacent numbers are the destinations when going N S E W etc.

```
   4         3           4         3
 2 (1) *   3 (2) 4     4 (3) 2   2 (4) 2
   3         4           2         5

   8         8           8         4
 7 (5) 7   5 (6) 7     1 (7) 6   8 (8) 3
   6         5           5         2
```

* — to and from Piccadilly Circus. Don't go north from 5, 6 or 7 if there's a Danger sign. Worth visiting 8 for a treasure!

As I promised last month, I shall be sending a *C&VG* tee-shirt to the sender of the most helpful tip and the writer of the most interesting all-round letter, each month! This month's awards go to James Douglas of Twickenham, for his tips and printouts of *Castle of Riddles,* and to Kim Hewson of Maghull near Liverpool, for his letters about his enjoyment in playing Adventure games. Don't despair, all you others! Many of the letters I receive each month are of an extremely high standard — so keep writing, it could be your turn next!

Many thanks to Alf Baldwin of Tuffley in Gloucester, a keen adventurer who writes in now and again with the odd tip and occasional plea. He has been in hospital on and off and his Spectrum has sadly remained locked away for a long time now. But Alf took time out to write in with some useful tips and the complete solutions to a number of games! That's the spirit, Alf.

Get well soon — the Helpline needs you!

TIPS A-PLENTY

Credits this month to: Jeffrey Ford of St. Helens, Jonathan Day of Stockport, Phillip Mould of Widnes, David Yates of Preston, James Douglas of Twickenham, Paul Waddingham of Stanmore, James Downey of Walthamstow, Alf Baldwin of Tuffley and, of course, the Helpline team!

PHILOSOPHER'S QUEST
Cheese may be found SE of Pic Circ, and matches NE. Try saying Blach at each coloured star.
TWIN KINGDOM VALLEY
Here's a good tip from Chris Hill of Bristol. Play it in black and white — those colours!!!
THE COUNT
To open coffin's piece of cake,
But snack at night-time you must take,
You've scoffed the pill, you've smoked the weed,
An open lid is all you need!
Don't bolt inside — just take a while —
Go slowly, and in single file.
PIMANIA
Try uncertain areas, like 7, 6 from 9 and 5. Still missing? Try hazardous stops, or non-walking zones.
SNOWBALL
If you find it difficult to reflect upon the situation, your tray isn't clean enough!
SAVAGE ISLAND PART 1
The plastic is blocked until near the end of the game.
PIRATE
Crocodiles like fish!
COUNTDOWN TO DOOM
To avoid being robbed, FLEZZ the screen.
SPHINX
Trolls like silver.
MCKENSIE
To get past the first room, type OPEN DOOR. You are asked WITH WHAT — so type CLIP. (You are carrying a paper clip).
KNIGHT'S QUEST
To get to the secret ledge, go into the cave and climb the rock. Then go west and east.

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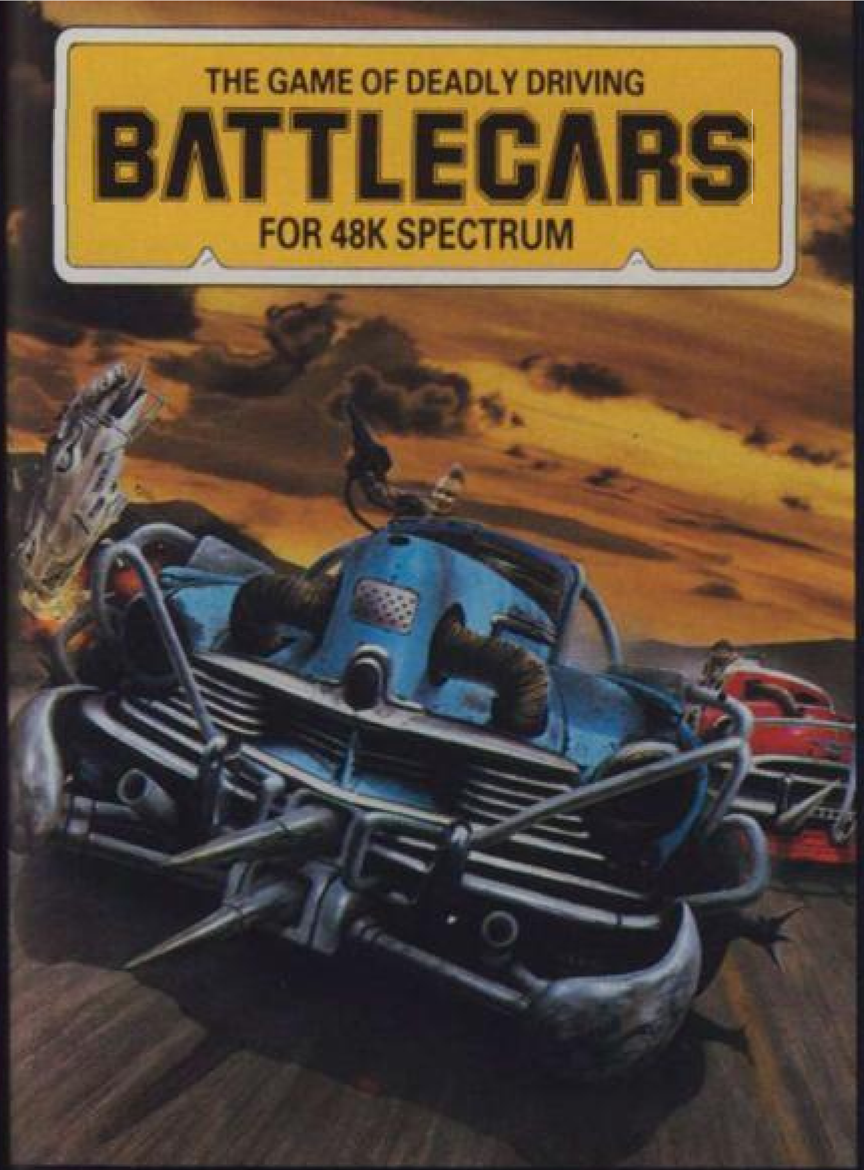

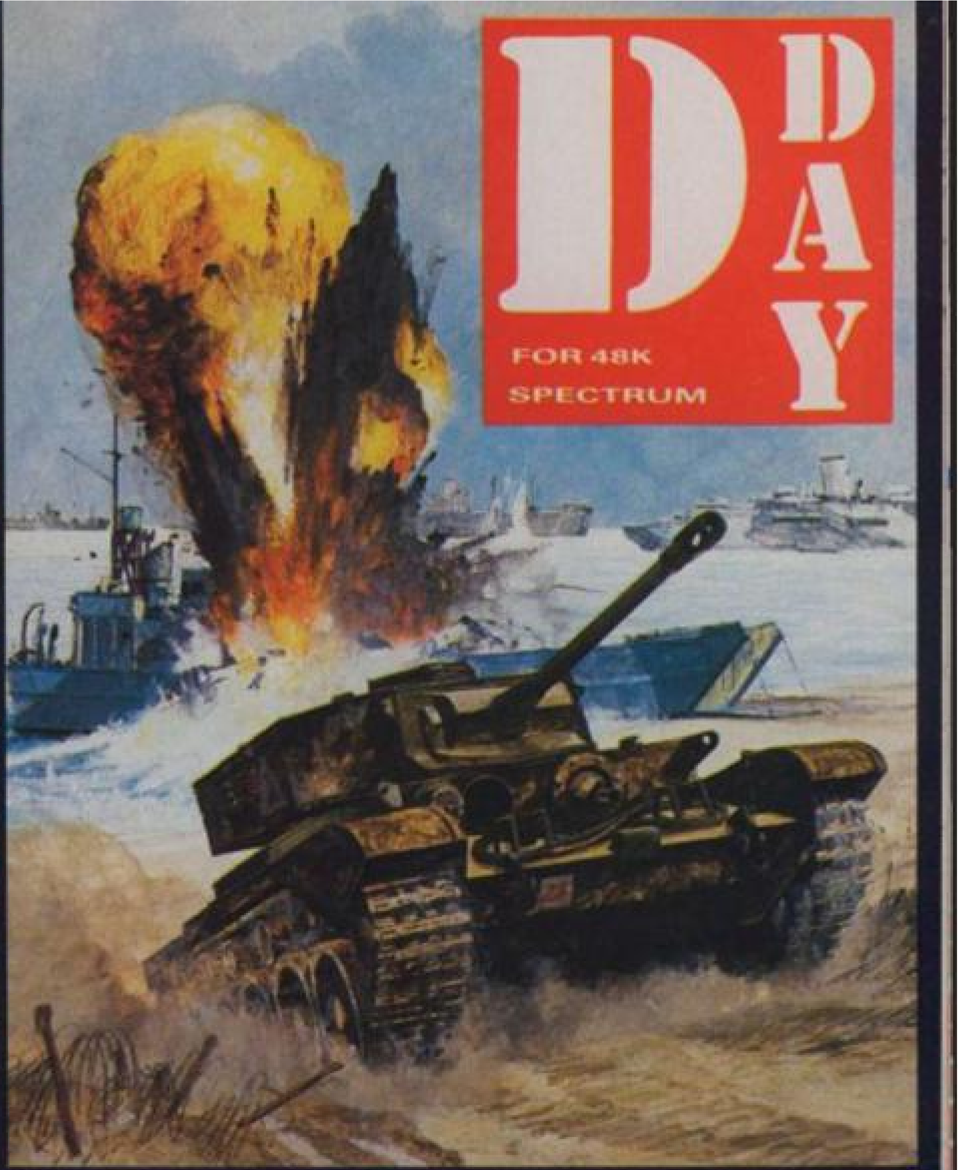

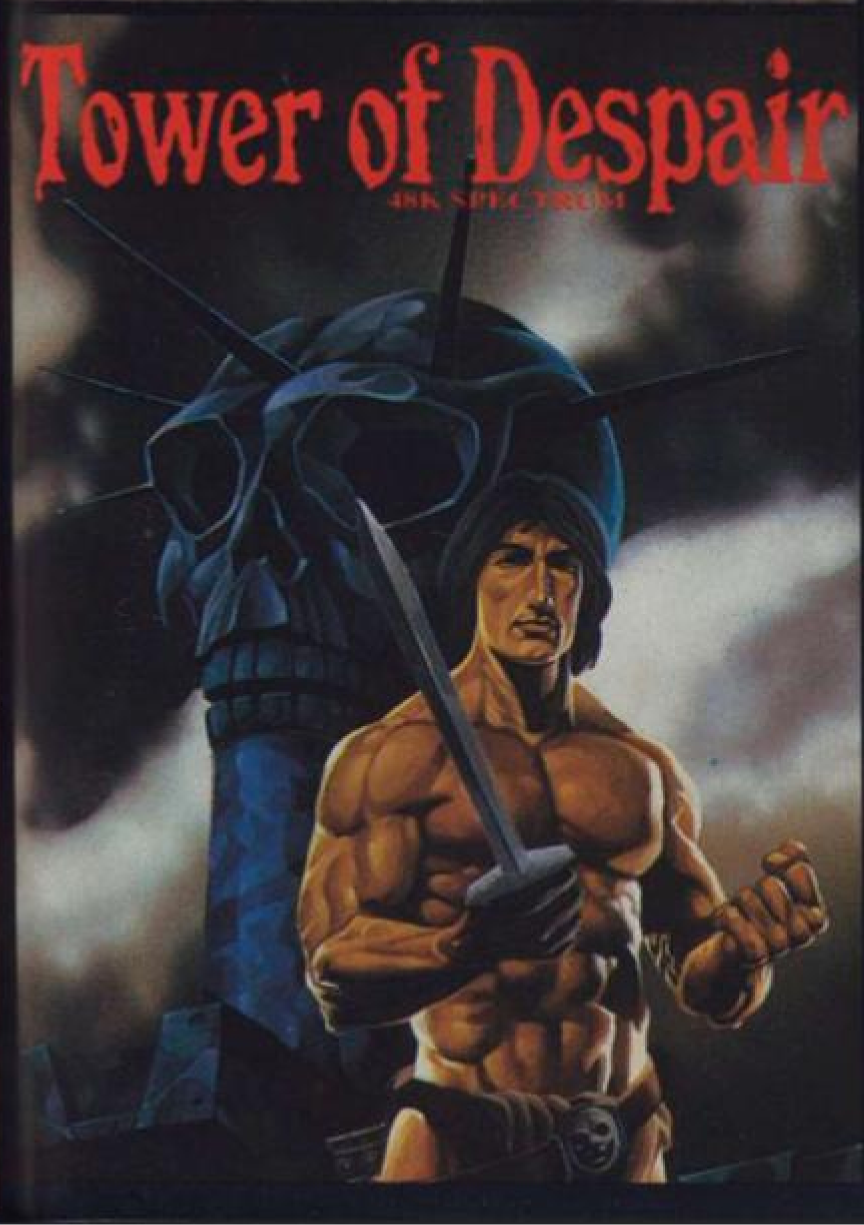

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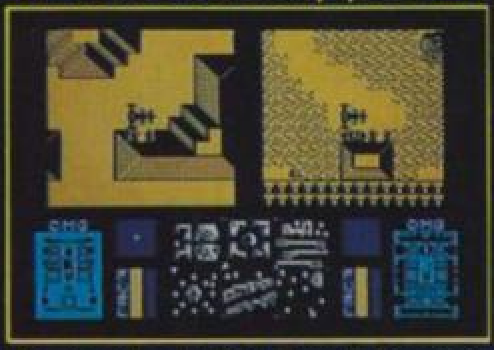

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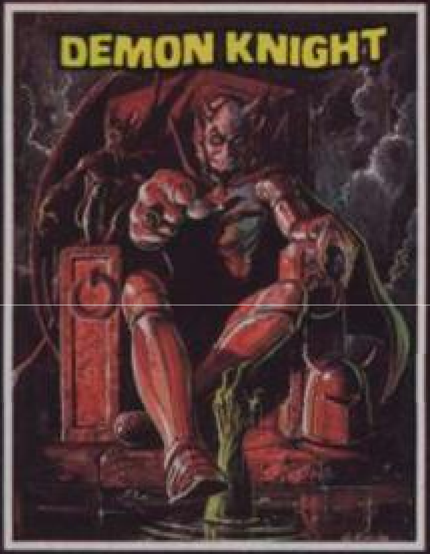

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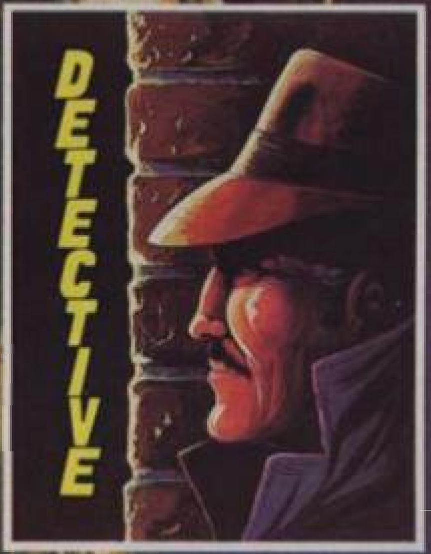

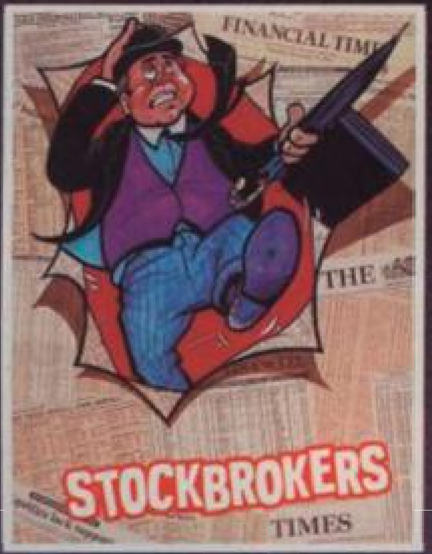

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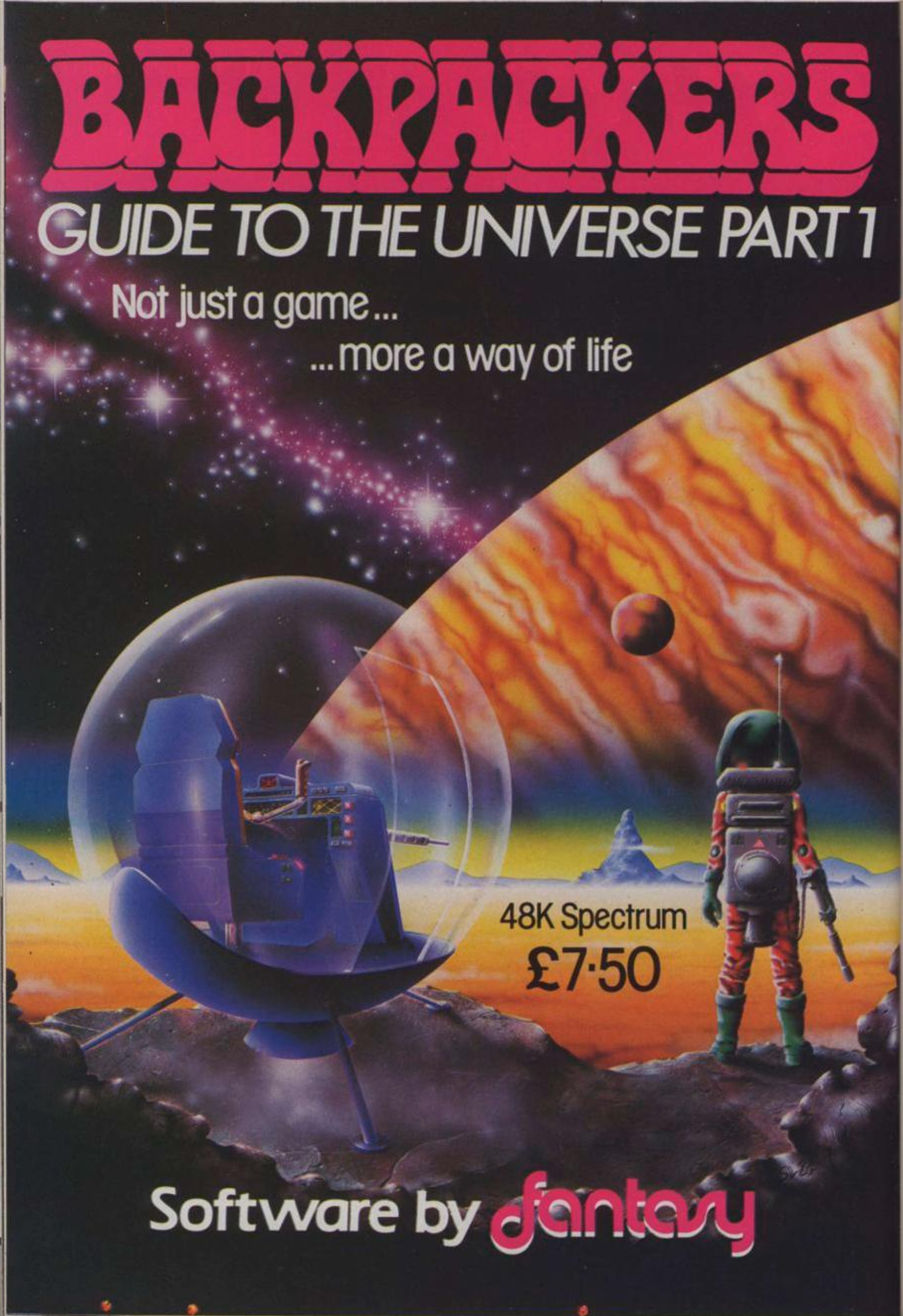
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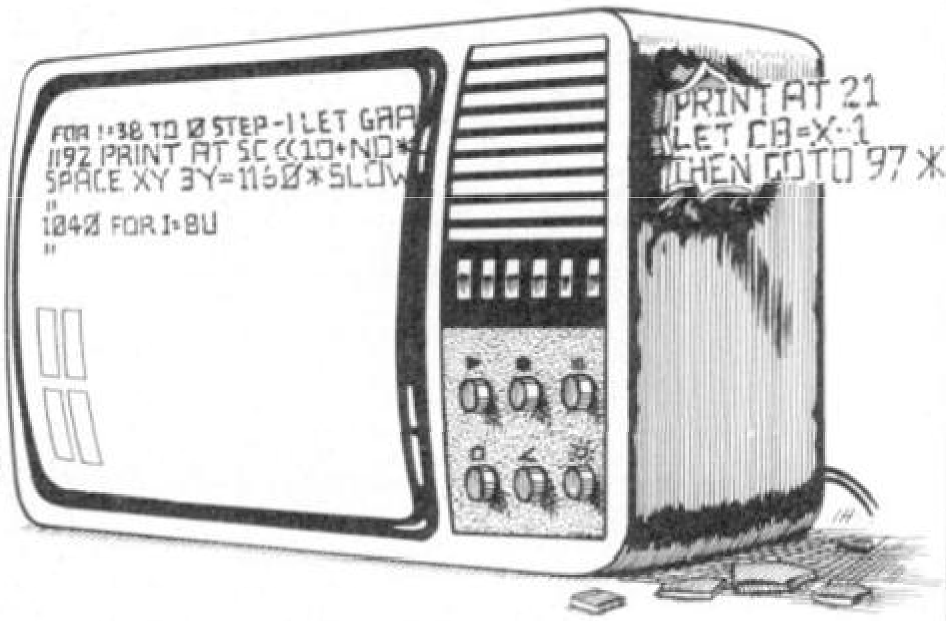
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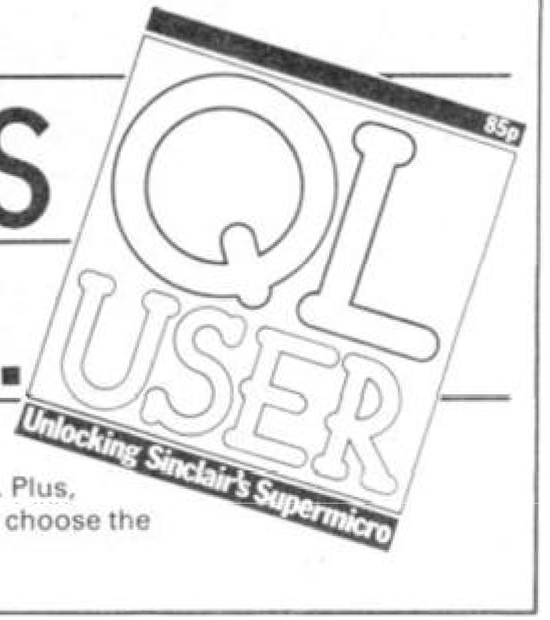
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Unlocking Sinclair's Supermicro

NEW MICRO GUIDE
PART 2

All that Christmas money still burning a hole in your pocket? Has that micro that you were promised still not arrived?

This month, we present part two of our guide to the best new micros of 1984. Last time we mentioned the QL, Amstrad, MSX and Enterprise. Now, here's everything you need to know about Commodore's two new machines.

And, in case you missed it, we've reprinted our guide on how to interpret those technical descriptions from the brochure.

JUGGLING WITH THE JARGON

Sound	Sound effects during games can only be as good as the machine is capable of producing. Some micros have more than one voice which means that they can make more than one sound at the same time. This is just like the difference between a trumpet and a piano. The number of different notes which can be made is often measured in octaves. One octave is eight notes.
Text Resolution	Resolution means splitting something into its separate parts. Text resolution is how many letters of numbers you can get on one line on the screen. Some micros have different screen modes which means that you can have a choice of 20, 40, 64 or 80 characters per line. The higher the resolution, the more characters and the smaller they are which makes them harder to read unless you have a good monitor or an exceptional TV. But word processing programs will need at least 80 characters to give a realistic display
Graphics Resolution	You hear a lot about hi-res at the moment. This is short for high resolution graphics and refers to the number of dots over which you can have individual control. On some micros the graphics resolution is 672 x 512 which means that there is a total of 344064 dots on the screen whch go to make up the display. The higher the resolution, the better the graphics you can produce. But the machine needs somewhere to store all those dots so that it knows which are set to black and which are set to white. This will take up various amounts of the micro's memory.
Memory	Your computer needs somewhere to store your program as you type it in. You've probably noticed that, if you turn off the computer, the program you were typing in will have disappeared when you turn the machine back on. This is because your program is held in RAM. This stands for Random Access Memory and it's where all the program and its variables are stored. Each time you add a new line to the program, you are changing the contents of the RAM so it needs to be able to cope with this constant changing. When you turn on a micro, you get a message on the screen and you are now ready to program in Basic. But surely that message can't be held in RAM otherwise it would be lost each time you turn off the machine? And how does the computer know how to run the Basic language for you to write your programs? There's obviously another type of memory which stays the same even if you turn off your computer. This is called ROM and stands for Read Only Memory. This means that you can read it (see what's inside) but you can't write to it (alter it). Its contents are fixed into a chip when the computer is built and they cannot be altered.
Expansion	Expanding your micro means adding disc drives, printers, modems, extra memory and the like. Some computers will have sockets which you can plug a disc drive or printer straight into. Some will need expensive interfaces to convert the computer so that it can cope with the new device.
Basic	This is the language in which most home micros are programmed. You'll get a manual with your machine which explains a little about the features of that particular version of Basic. You can also program in machine code which, although harder to write, will produce programs with a more professional appearance.

The Commodore 16, aimed at first time buyers.

COMMODORE 16

Commodore launched the 16 at the same time as the Plus 4.

Learning their lessons from the way that the Vic was sold during the last few months of its life, Commodore is selling the 16 as a starter pack which is aimed at someone buying their first micro.

For £139.99 you get the computer, a Commodore soap-shaped cassette recorder, an introduction to programming in Basic and four free programs. Good value for money if ever I saw it.

And you wonder why they've stopped making the Vic?

The 16 has, not surprisingly, 16k of RAM. From the outside, it looks like a 64 or a Vic, as it uses the same case. The inside is different, though. It uses a new version of Commodore Basic with over 75 commands. Like the Plus 4, there's a choice of 121 colours and standard text display is 25 lines of 40 characters.

Output connectors include connection for a standard monitor. Also, there's a link for 22 joysticks, ROM cartridges and a cassette interface is also included. A serial port is provided, but note that Commodore's idea of a serial port doesn't mean that it's a *normal* RS232. So don't think that a modem will plug straight in.

Sound is provided, with two voices. A connection on the back of the machine allows you to take out the sound and play it through your hi fi.

There's a choice of nine volume levels.

A useful thought by Commodore's designers provided a "help" key. If you get an error on a Basic line when you're programming, a touch of the help key will tell you where you're going wrong.

Included in the starter kit are four programs. One is called the *Rolf Harris Picture Builder* and is a building block approach to art.

The idea is that you guide a cursor over a selection of predefined graphic shapes. Then, use the same method to choose a colour and its shade and just position it on the screen wherever you want. You can have a paint option, which lets you draw lines using any of those shapes.

There's very little connection with Rolf Harris in this program. In fact, it was written by Paul Jay who has written a few games for *C&VG* in his time.

Also included in the package deal is *Starter Chess* which will teach you to play the game even if you can't tell a Knight from a Bishop.

Punchy is an arcade game based on Punch & Judy. You have to guide the Policeman across a stage to rescue Judy while avoiding such things as custard pies and rotten tomatoes.

Last of the free gifts is *XZA* which is a 140-screen shoot up.

COMMODORE PLUS 4

Launched as a direct competitor to the QL, the Commodore Plus 4 is one of the newest micros.

For £299.99 you get a machine with 64k of RAM. 4k of this is used by the machine, though, so the largest Basic program that it can hold is 60k, which should be more than enough.

There are four built-in programs which are stored in ROM and are called at the touch of a button. These handle word processing, graphs, data filing and a spreadsheet. The four programs are held together in a 32k ROM which means that, at an average of just 8k each, they are nowhere near as powerful as their QL counterparts.

One excellent feature, though, is that you can split the screen into two sections and run two of the built-in programs at the same time on different parts of the screen!

All four programs can exchange data between them, so once you have entered the figures on your spreadsheet, for example, you can load them into the graph drawing program.

Screen display is 25 lines of 40 characters which just isn't enough for a word processor.

The text scrolls across the screen as you write it and, if you use the cursor keys, you can see everything you've written. But this is tedious if you need to refer to previous paragraphs in a letter or essay, for example.

Unlike the QL, the keyboard of the Plus 4 is quite good. Cursor control is by a cluster of four arrow-shaped keys which point in the appropriate direction.

Text resolution is 40 characters and 25 lines, the same as the Commodore 64. There's a choice of 15 colours which can be in any of eight levels of brightness. Add a "black" colour to this list and you have 121 different shades or colours to choose from. And they can all be on screen at once. I saw this demonstrated at the launch of the micro and it looked like a colour chart from a paint brochure.

The Plus 4 has two joystick sockets which will take Commodore's new "advanced" controllers. There's also a connection there for ROM software cartridges.

There's a user port for connecting extra peripherals like, I suspect, a CompuNet modem and a serial port for Commodore's newer version of the extremely slow 1541 disc drive.

A cassette interface is included. The micro has two sound voices and, in addition to running software specially written for it, the Plus 4 will also run any software written for Commodore's other new baby, the Commodore 16.

The Commodore Plus 4, a direct competitor to the QL?

SO WHAT SHALL I BUY?

This is the hardest question of all.

The first thing you must ask yourself if you're after a micro is whether you're sure you want one. If you do, decide how much you want to pay. It's not worth spending a fortune for one of the best machines available if you're new to computing.

Best start with something cheap like a Spectrum or even a second hand ZX81. If you decide that computing's not for you, then you've not wasted too much money and you can write it off to experience.

Next, decide what you're going to use the computer for. If you just want a games machine, try to find one which has lots of games available for it. If you'd rather program it yourself, find a computer which there are lots of books about. And call the company to check if there's a programmer's technical guide. There should be one for the QL shortly which will cost around £25.

If your friend has an MSX micro, you may also consider buying one. You can then lend each other games and peripherals.

If you don't have a spare TV to use with your computer then get something like the Amstrad which comes with its own monitor.

So you see, every micro has its own good and bad points. Think very carefully and look through all the micro magazines first. Then you're bound to make the right choice.

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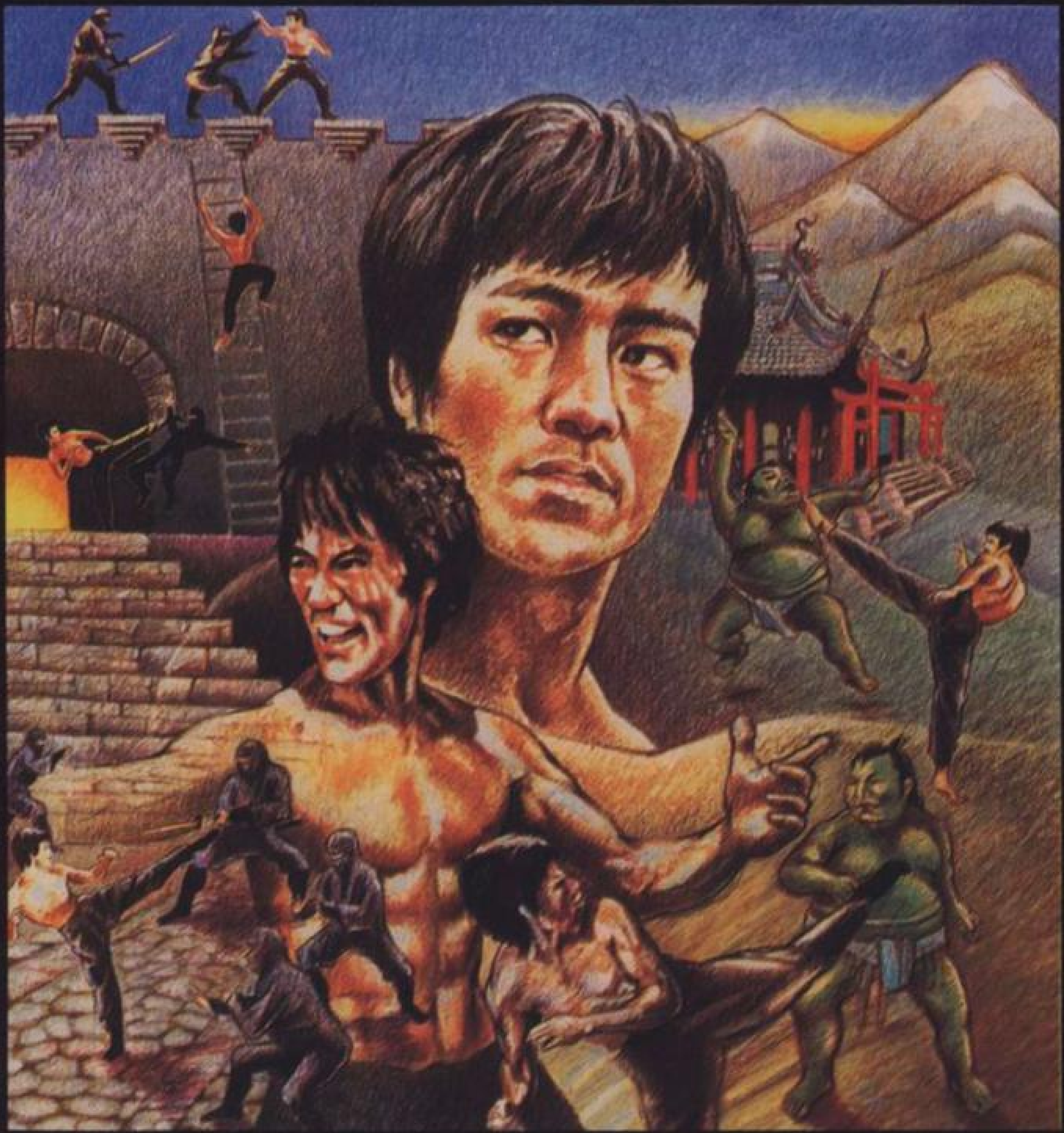

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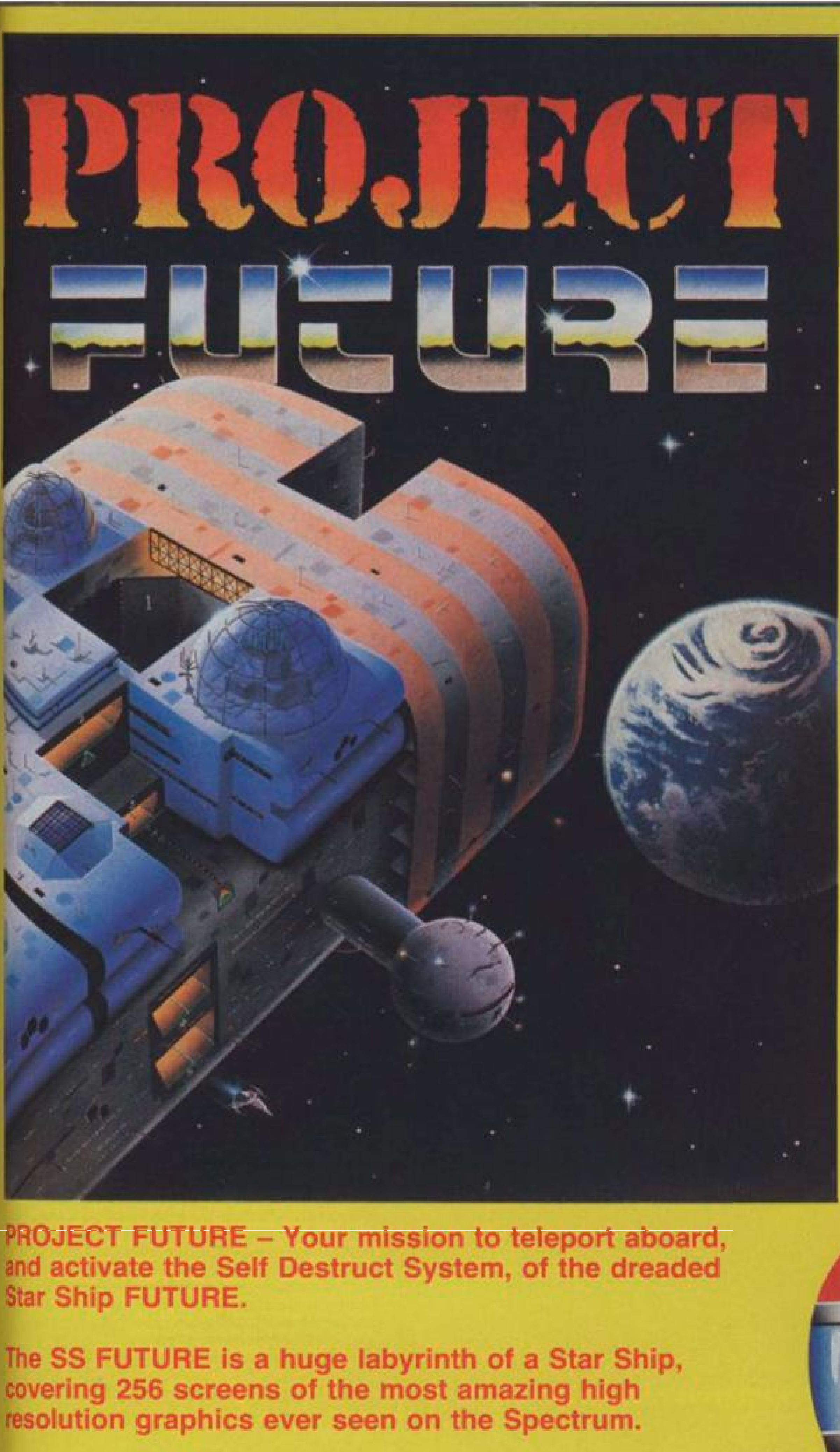
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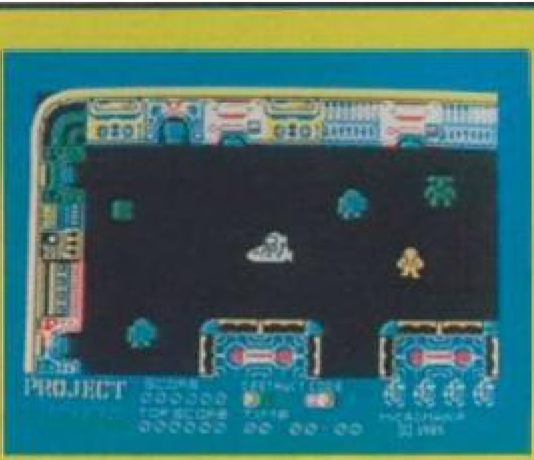
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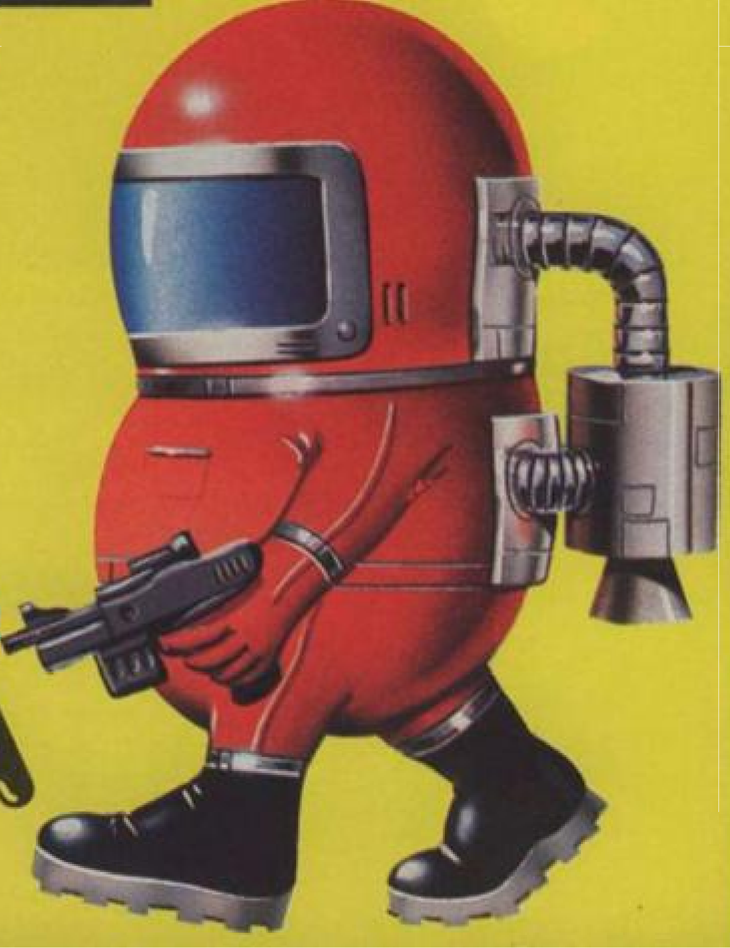
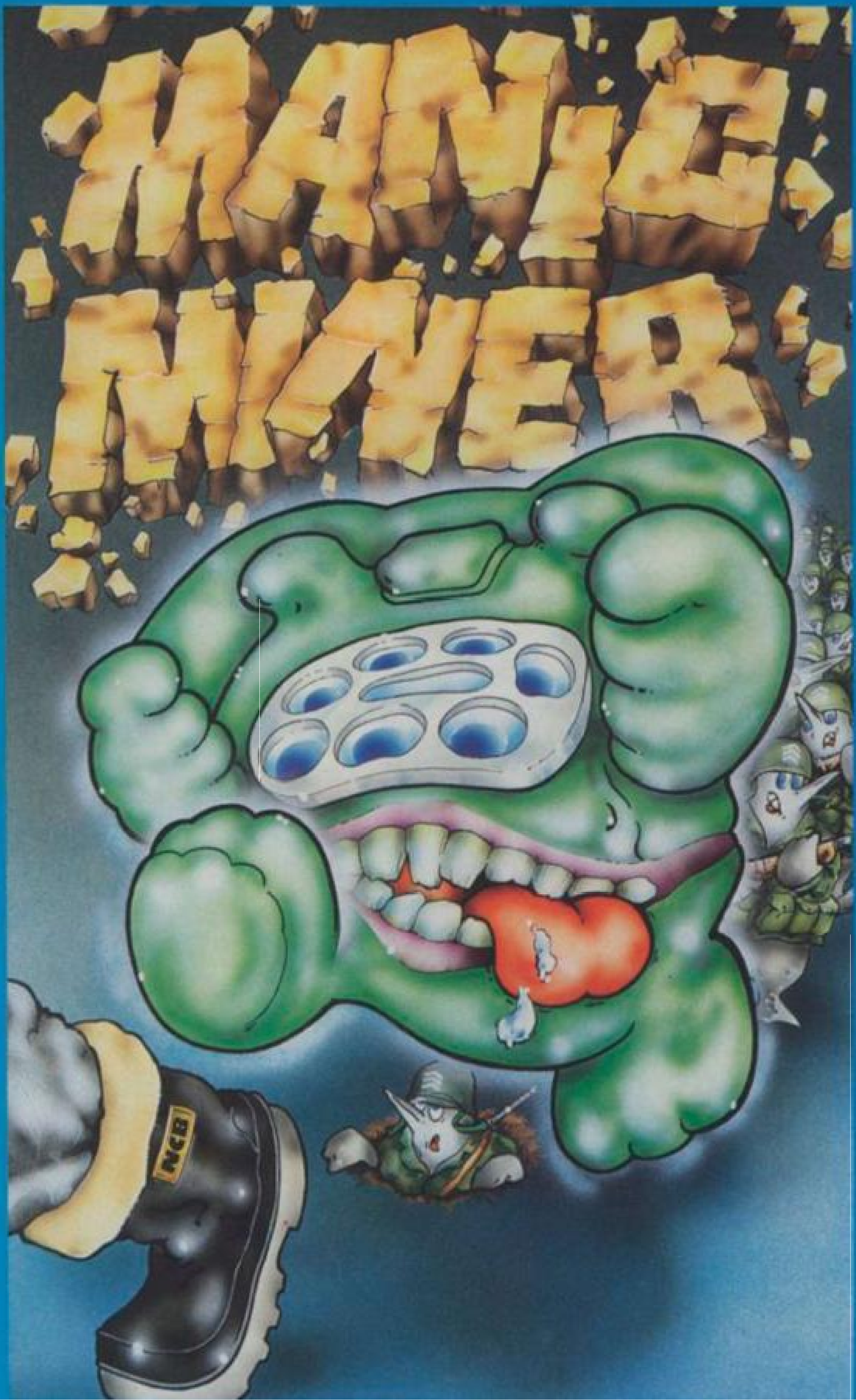
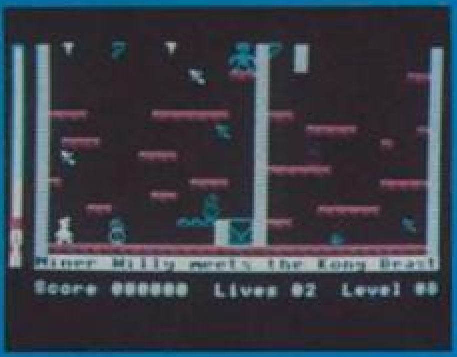
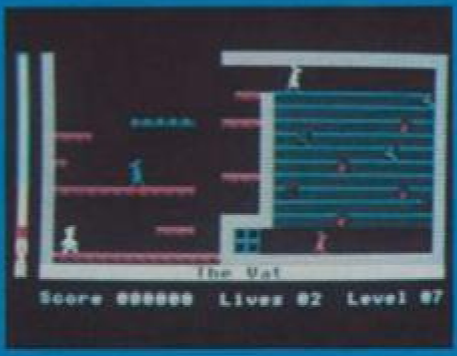
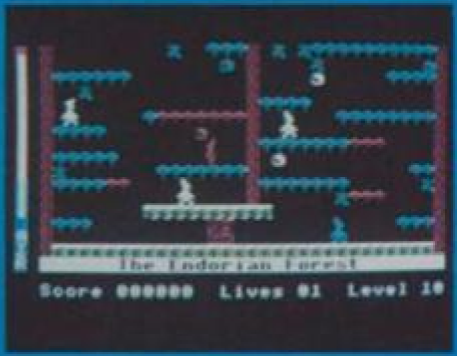



MANIC MINER
NCB


Miner Willy meets the Kong Beast
Score 000000 Lives 02 Level 08


The Vat
Score 000000 Lives 02 Level 07


The Endorian Forest
Score 000000 Lives 01 Level 10

Miner Willy, while prospecting down Surbiton way stumbles upon an ancient, long forgotten mineshaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the Earth's core to supply the essential raw materials for their advanced industry. After centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines. Nobody, however, thought to tell the mine robots to stop working, and through countless aeons they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has the opportunity to make his fortune by finding the underground store. In order to move to the next chamber, you must collect all the flashing keys in the room while avoiding nasties like Poisonous Pansies and Spiders and Slime and worst of all, Manic Mining Robots. When you have all the keys, you can enter the portal which will now be flashing. The game ends when you have been 'got' or fallen heavily three times.

MANIC MINER is available on Spectrum, Amstrad, BBC, Dragon, CBM 64, Oric/Atmos, MSX.

The above screens are from the BBC version.

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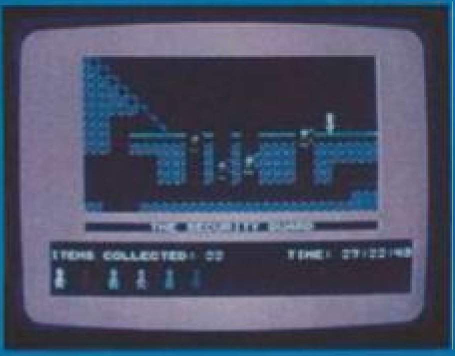
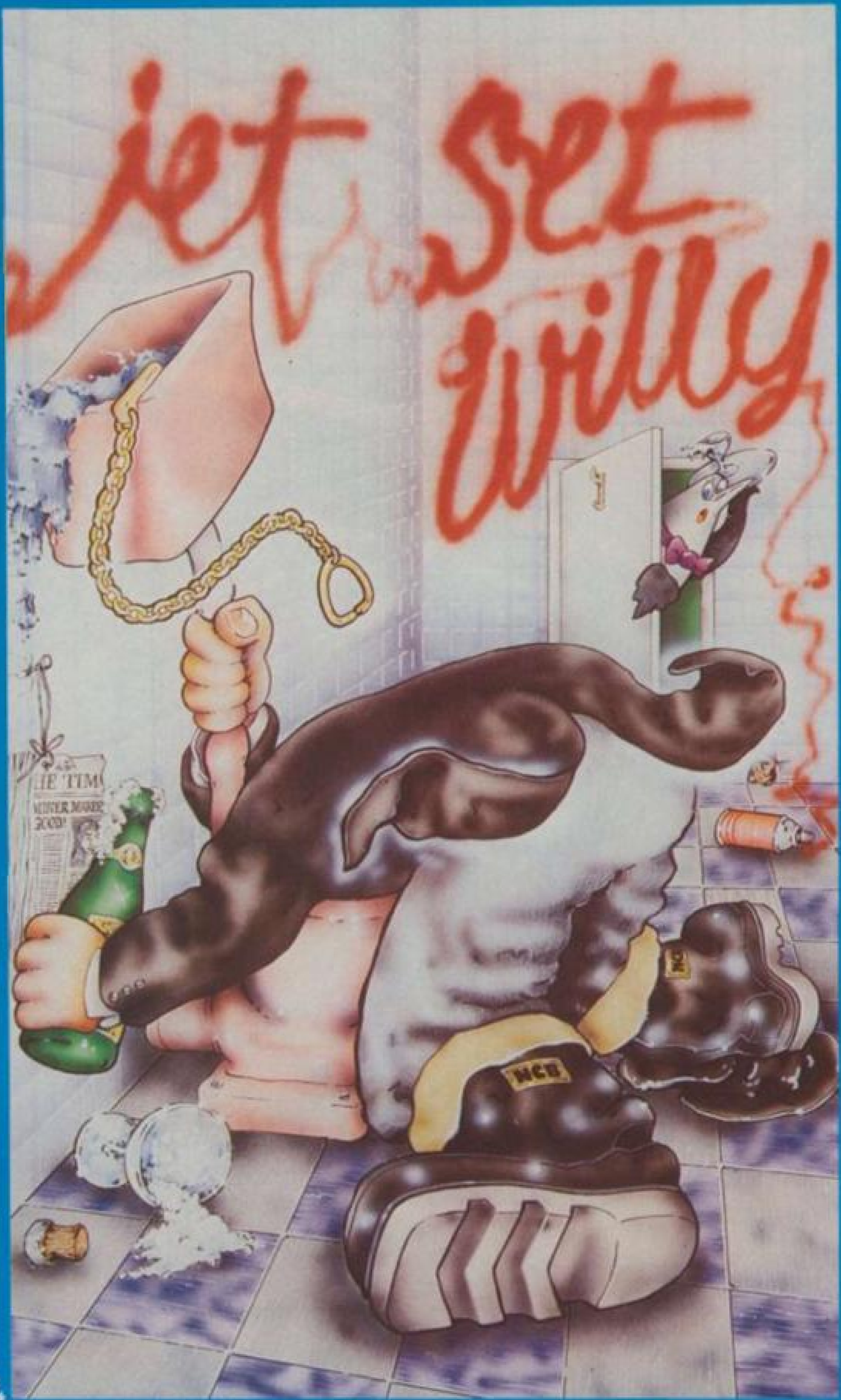


ITEMS COLLECTED: 00
TIME:

AT THE FOOT OF THE MEGATREE
ITEMS COLLECTED: 00
TIME:



Miner Willy, intrepid explorer and nouveau-riche socialite, has been reaping the benefits of his fortunate discovery in Surbiton. He has a yacht, a cliff-top mansion, an Italian housekeeper and a French cook, and hundreds of new found friends who really know how to enjoy themselves at a party. His housekeeper, Maria, however, takes a very dim view of all his revellery, and finally after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until all the discarded glasses and bottles have been cleared away. Can you help Willy out of his dilemma? He hasn't explored his mansion properly yet (it is a large place and he has been very busy) and there are some very strange things going on in the further recesses of the house (I wonder what the last owner was doing in his laboratory the night he disappeared). You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road and on the beach if I was you. Good luck and don't worry, all you can lose in this game is sleep.

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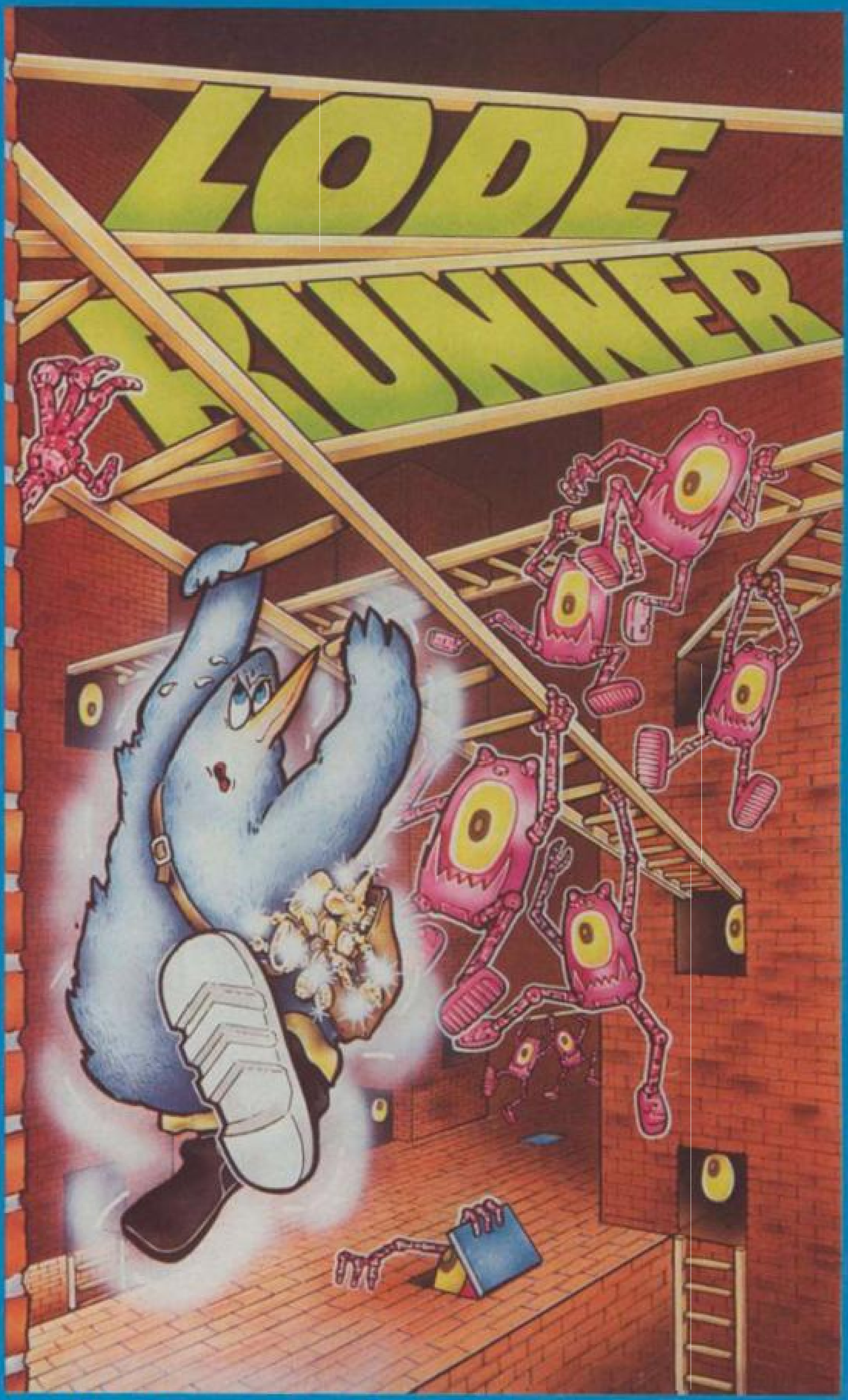

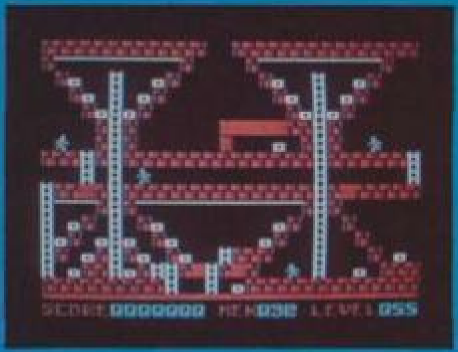

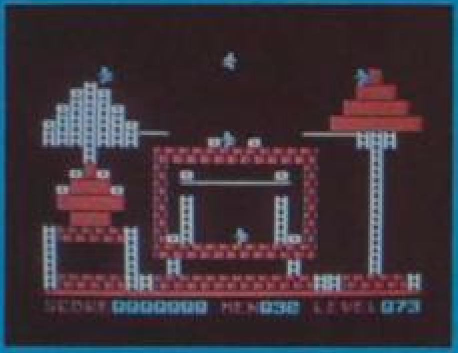

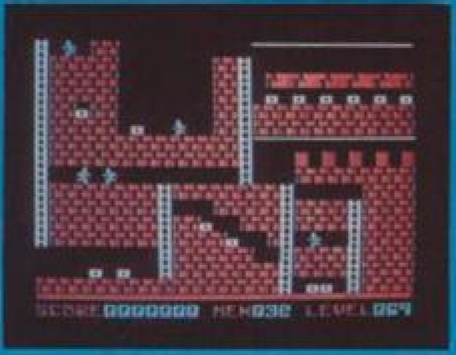

You are a highly trained Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the peace loving people, and you have just discovered their secret underground treasury. Your goal? To recover every last ingot of Bungeling booty. You'll be running, jumping and climbing heroically, solving perplexing puzzles and drilling passageways through stone floors and barriers using your laser drill pistol. You'll need more than fleet feet and good looks to get through this mission alive. You'll need quick wits and brains!

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Available on the 48K Spectrum

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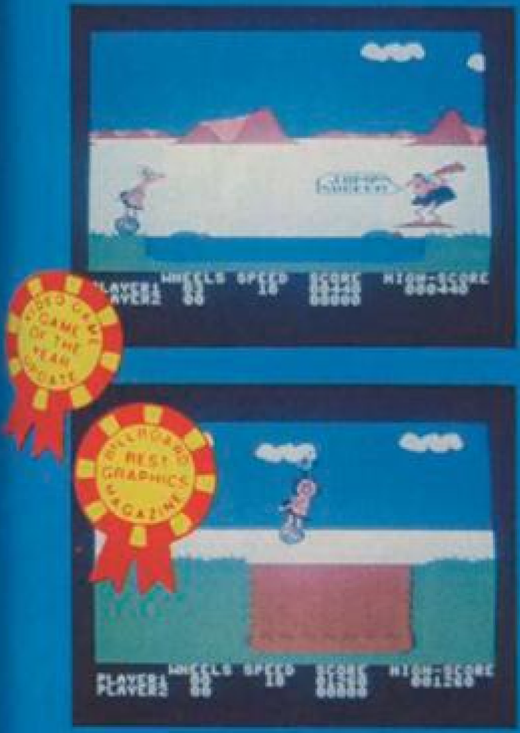

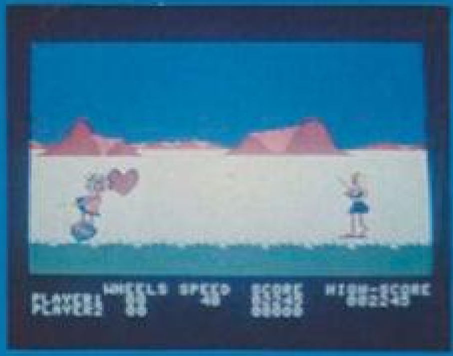

Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest. The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him. If Thor's timing is good, the Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff. Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur! If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagtites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!

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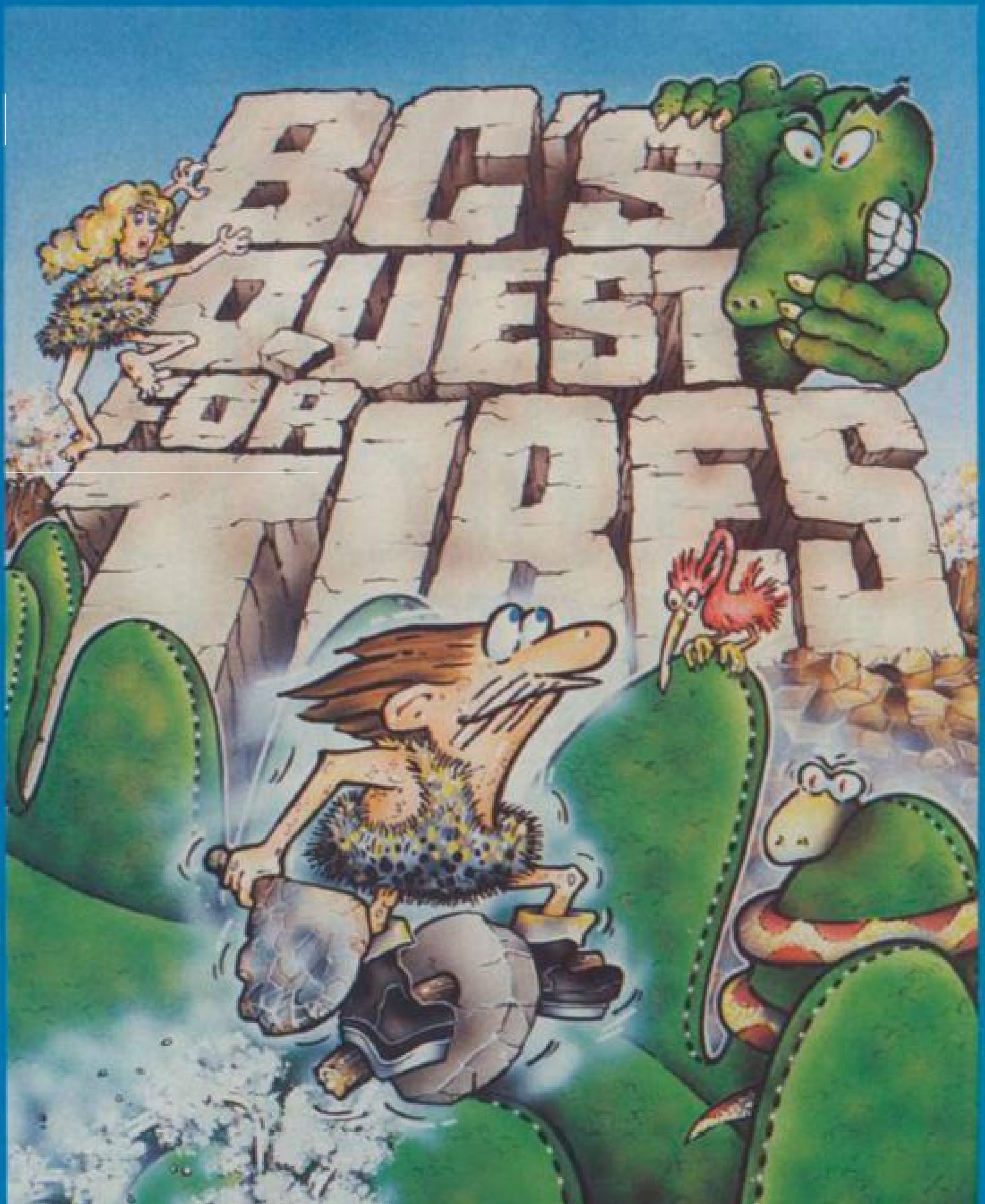

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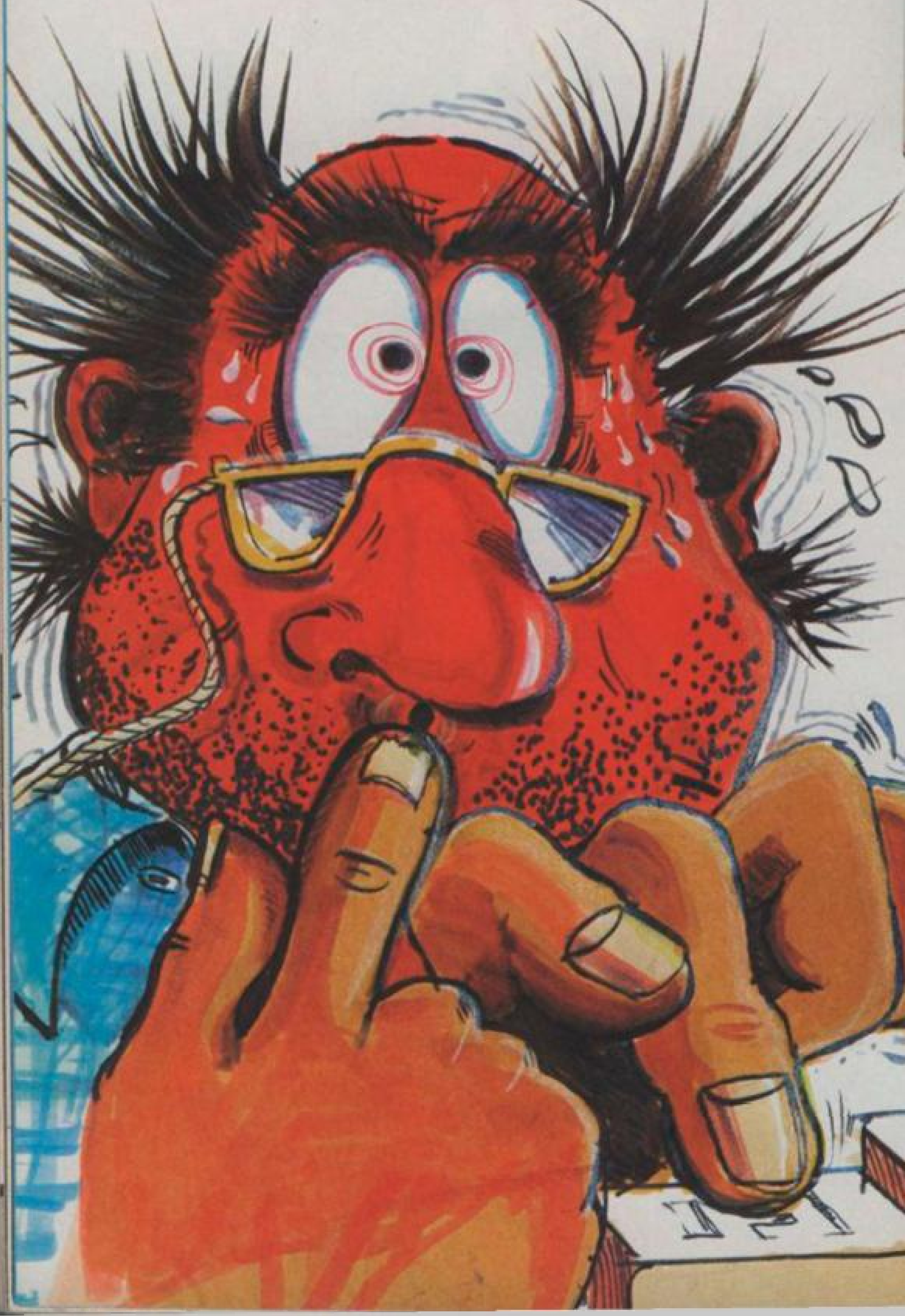

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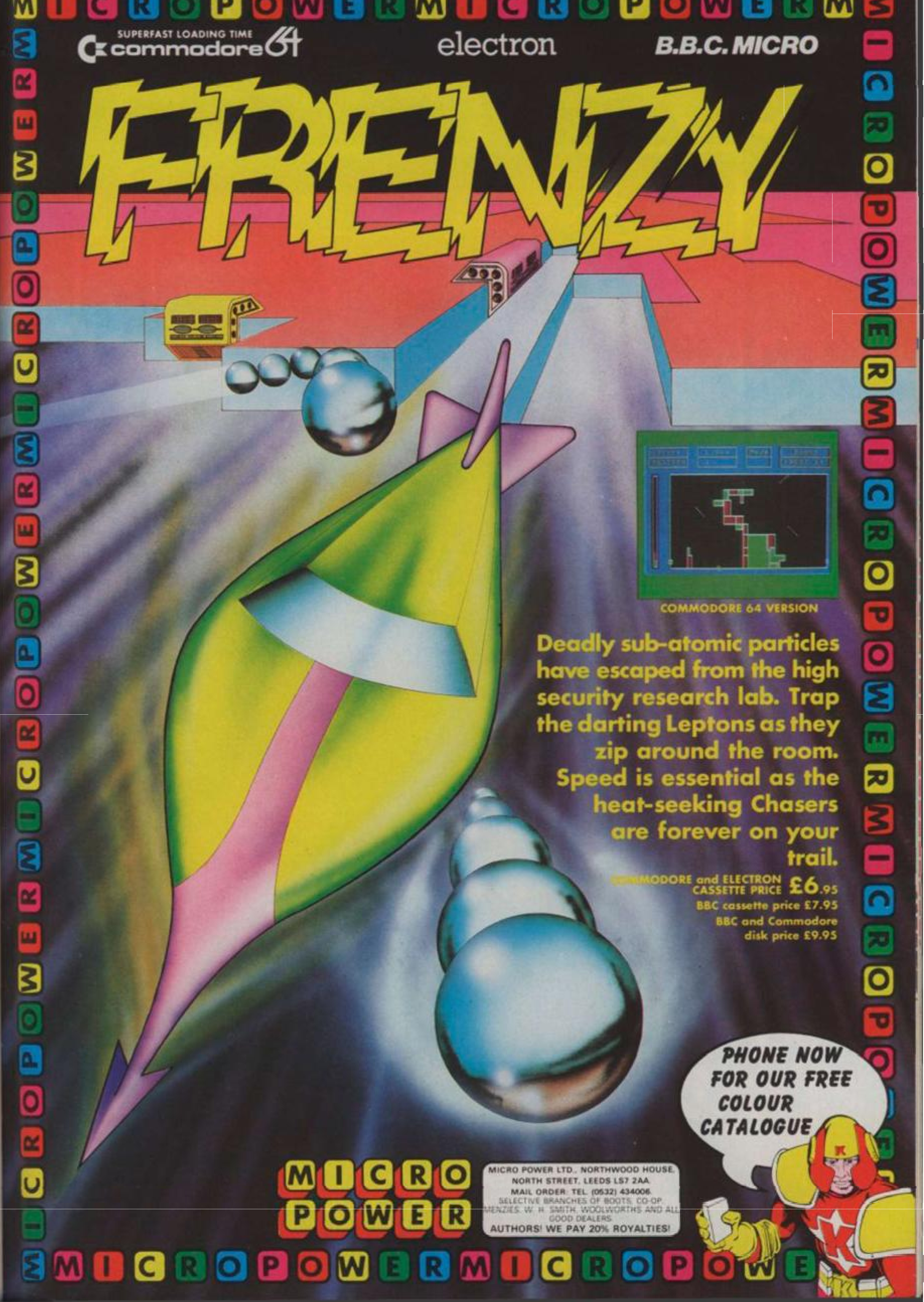
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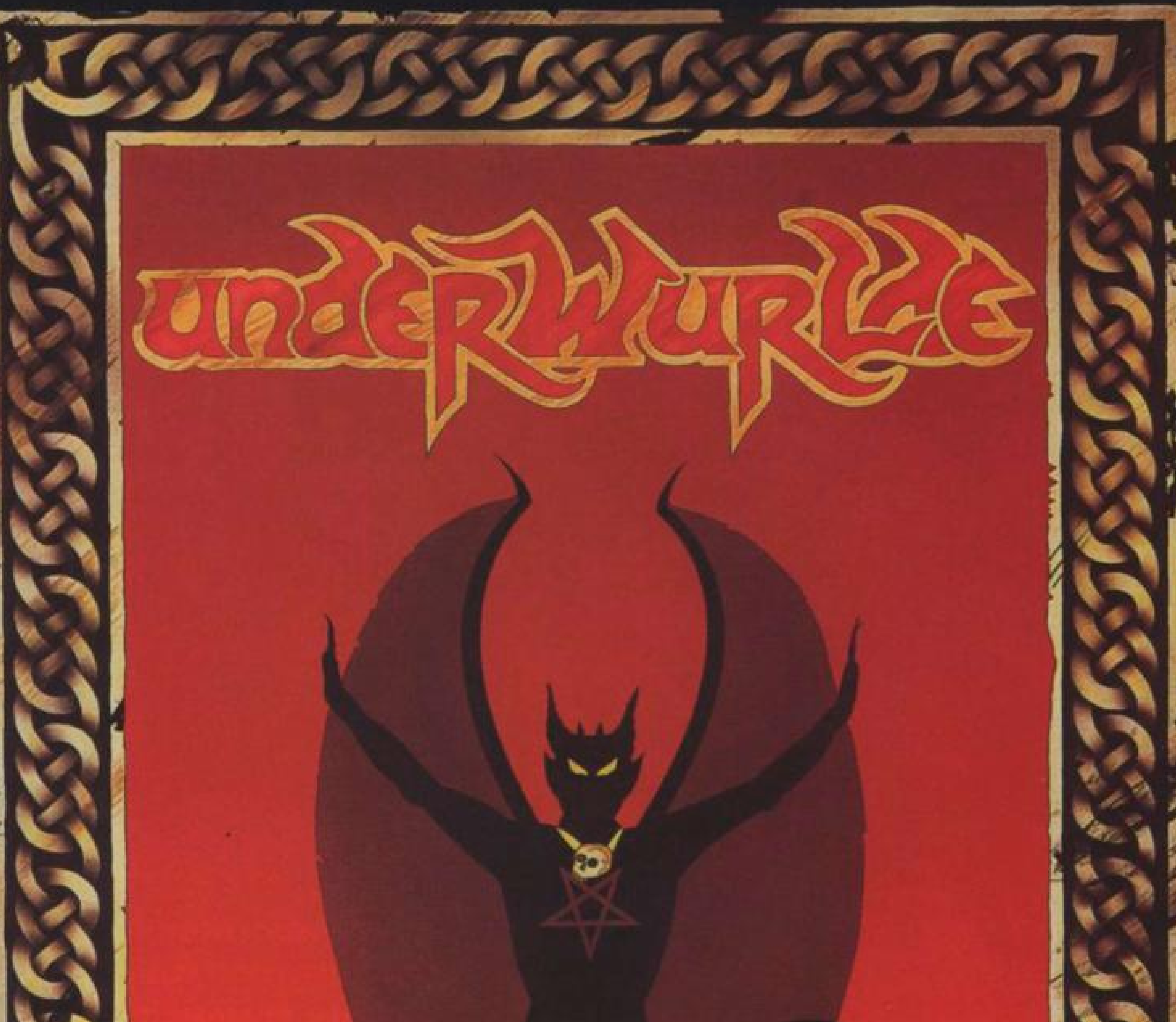

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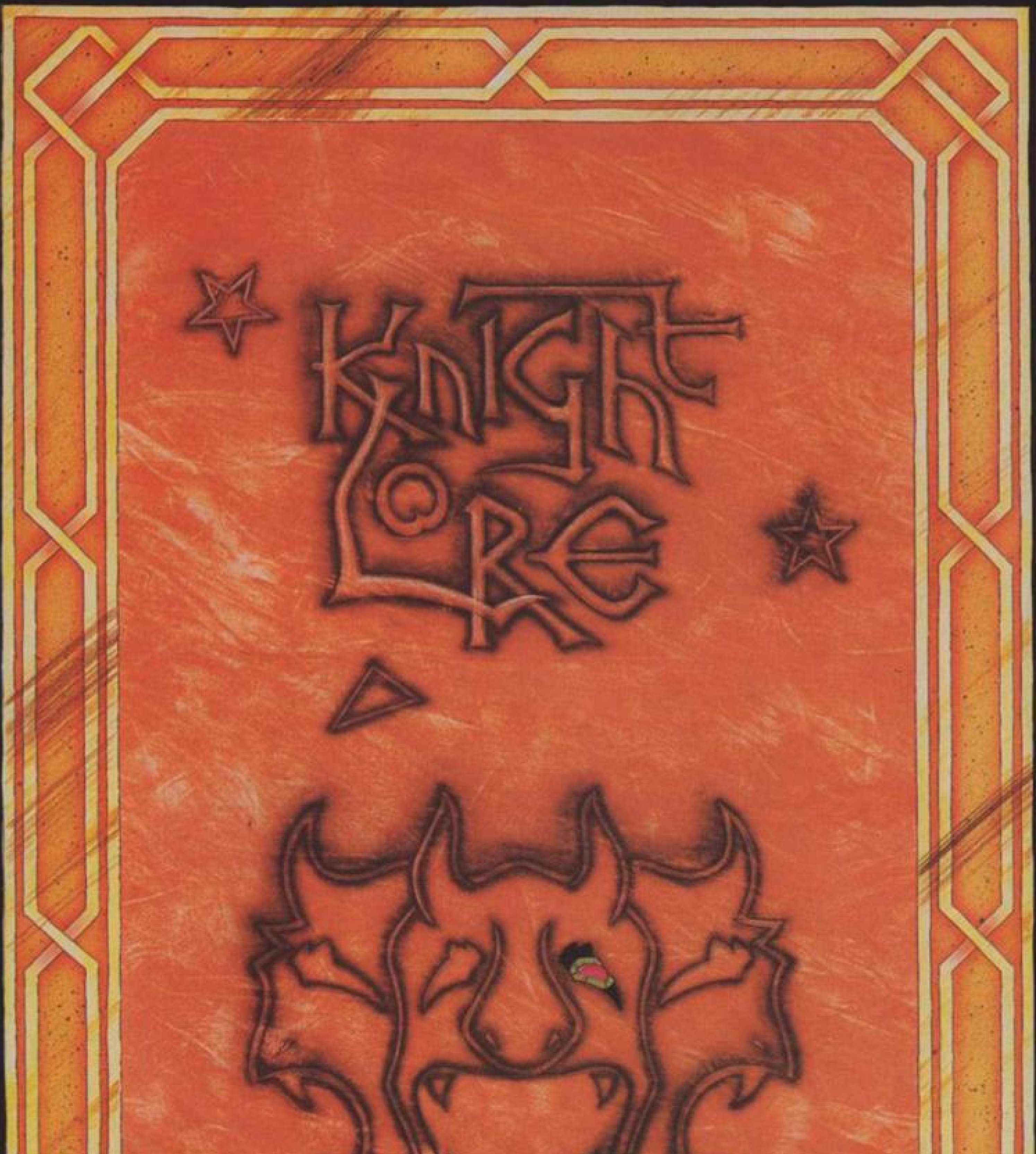

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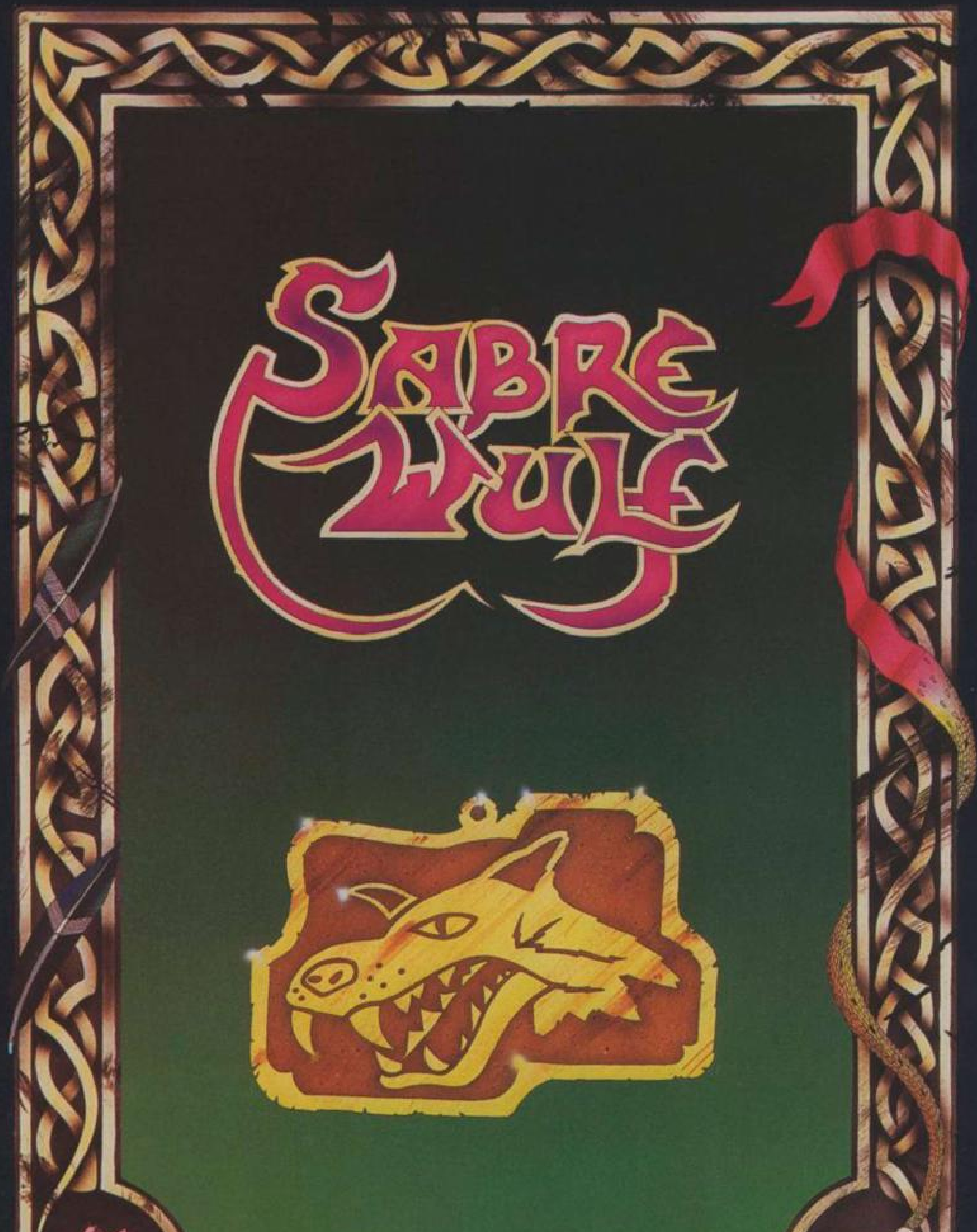
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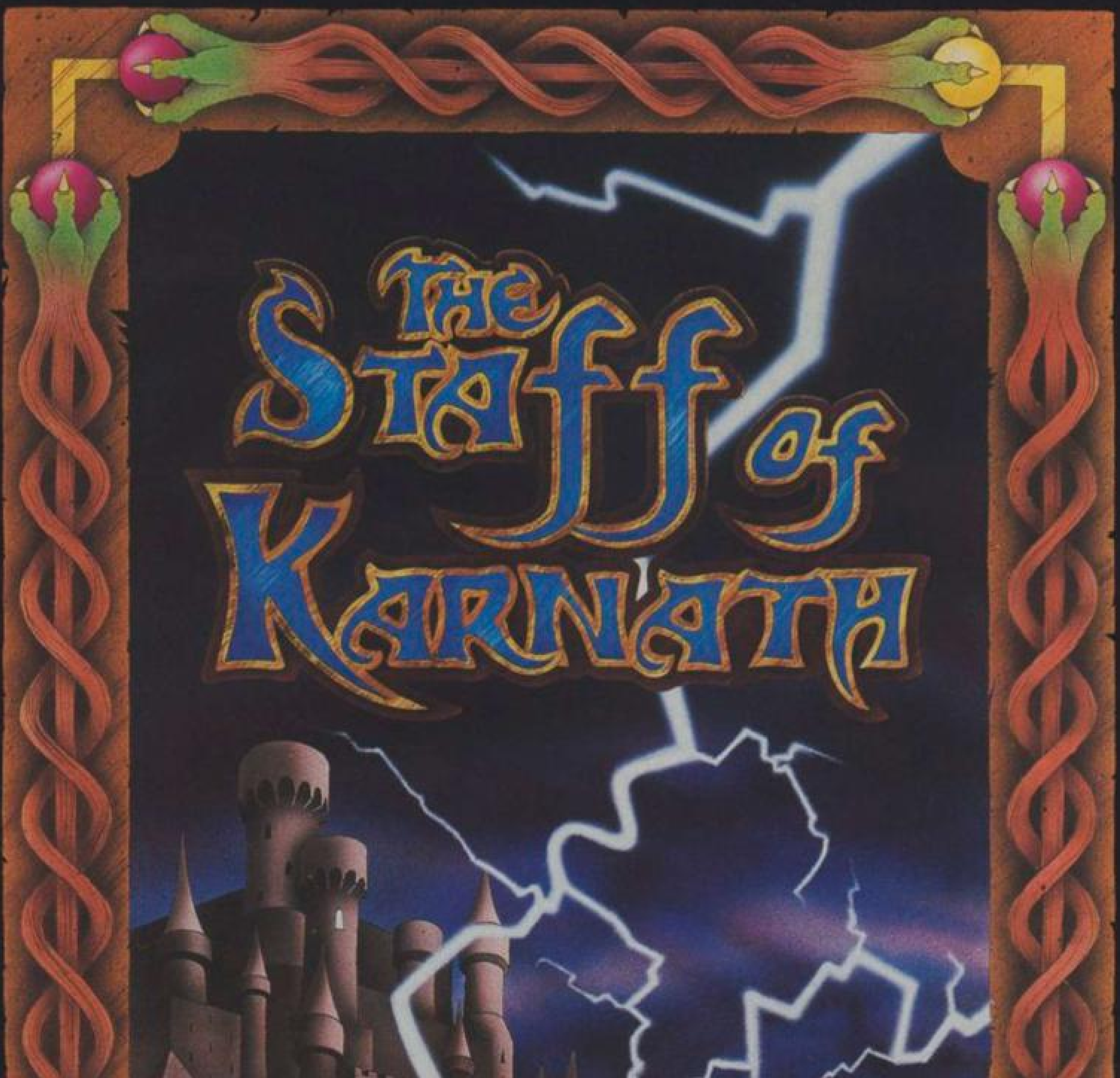
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TORNADO LOW LEVEL

A couple of weeks ago, we sent our resident games expert, Professor Video, off on a little holiday. He thought he was going somewhere really exotic when he arrived at *C&VG*'s own private airstrip at a secret location somewhere on the South Coast. He started having a few misgivings when we showed him the aircraft we wanted him to use, a high powered Tornado swing-wing jet. He was even more upset when he discovered he was going to be the pilot! Anyway we finally calmed him down enough to ask him very nicely to bring you some tips on a game that's been riding high in the *C&VG/Daily Mirror* charts throughout the year, *Tornado Low Level*. Ace map maker Aonghas de Barra has sharpened up his pencils to bring you a special TLL map — invaluable when you sit down to play the game. He also gave our Prof. a few tips on airmanship too. So strap yourself in and prepare for take off!

This brilliant game is the work of Tosta Panayi, the author of all Vortex Software's games. He is currently working on *TLL 2* — we can't wait to see it. Meanwhile here are a few hints and tips which should help you earn your wings.

The basic idea is fairly simple. You must get your Tornado airborne, search for targets and destroy them. Nothing to it, you say. Think again!

You must fly directly over the base to destroy it with your sonic boom. You also have to keep an eye out for obstacles like trees and power lines, watch your fuel supply and complete the mission within a time limit.

The screen shows essential instrumentation, like the fuel gauge, an altimeter — which also tells you how far you are BELOW sea level — an indicator which shows you how many bases you have destroyed, plus the time-clock.

The top right hand corner of the screen is reserved for a miniature map which scrolls as you move and shows the target bases as bright white dots. Below this are your status indicators.

The remainder of the screen is taken up with a bird's eye view of your jet speeding across the countryside.

The best thing to do before attempting to clear any level is to practise take-off and landing. Essential when you come to think about it!

Incidentally, landing is easier if you approach the runway from the east. When approaching from the west, a tree bars the way and prevents a nice gradual descent. If you come in from this direction, you may have to attempt a rapid descent after clearing the tree. There's only a short distance to play with after the tree is out of the way. This is why so many *TLL* pilots have ended up explaining why their multi-million pound aircraft is a smoking wreck on the runway!

Once you've mastered take-off and landing procedures, you'll be well prepared to start a proper game.

The map displayed at the start of each game can only be viewed while your jet is on the runway — and that's where the *C&VG TLL* map comes in handy. More details about that elsewhere.

Your jet is also refuelled on the ground — so you'll need to land after each sortie to get tanked-up again!

The Tornado is a swing-wing jet and one of the fascinating features of *TLL* is being able to control the wings. Sweep them back for supersonic flight, forward for normal speeds. Flying at supersonic speeds obviously drains your fuel supply rapidly.

Landing and take off MUST be made at normal speed. You can also destroy bases by flying over them at normal speed.

To destroy a base — first locate your target! Then begin slowly circling above it at normal speed and altitude. Alter your position until the shadow of your Tornado falls over the centre of the target.

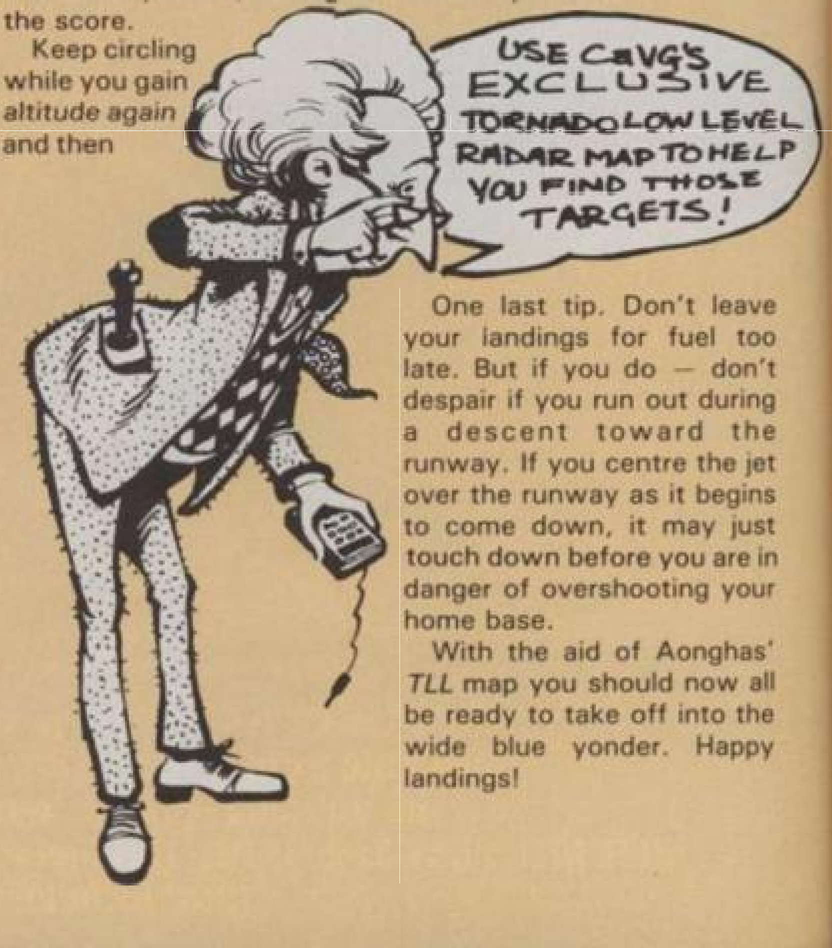
Next slowly descend holding your circling pattern around the base. When you are low enough, your sweep over the base will destroy it. The lower you are, the higher the score.

Keep circling while you gain altitude again and then set off in search of your next objective. Or fly back to the runway to replenish your fuel and check out the map.

Once you have destroyed all the bases on one level, you must land to be automatically transported to the next.

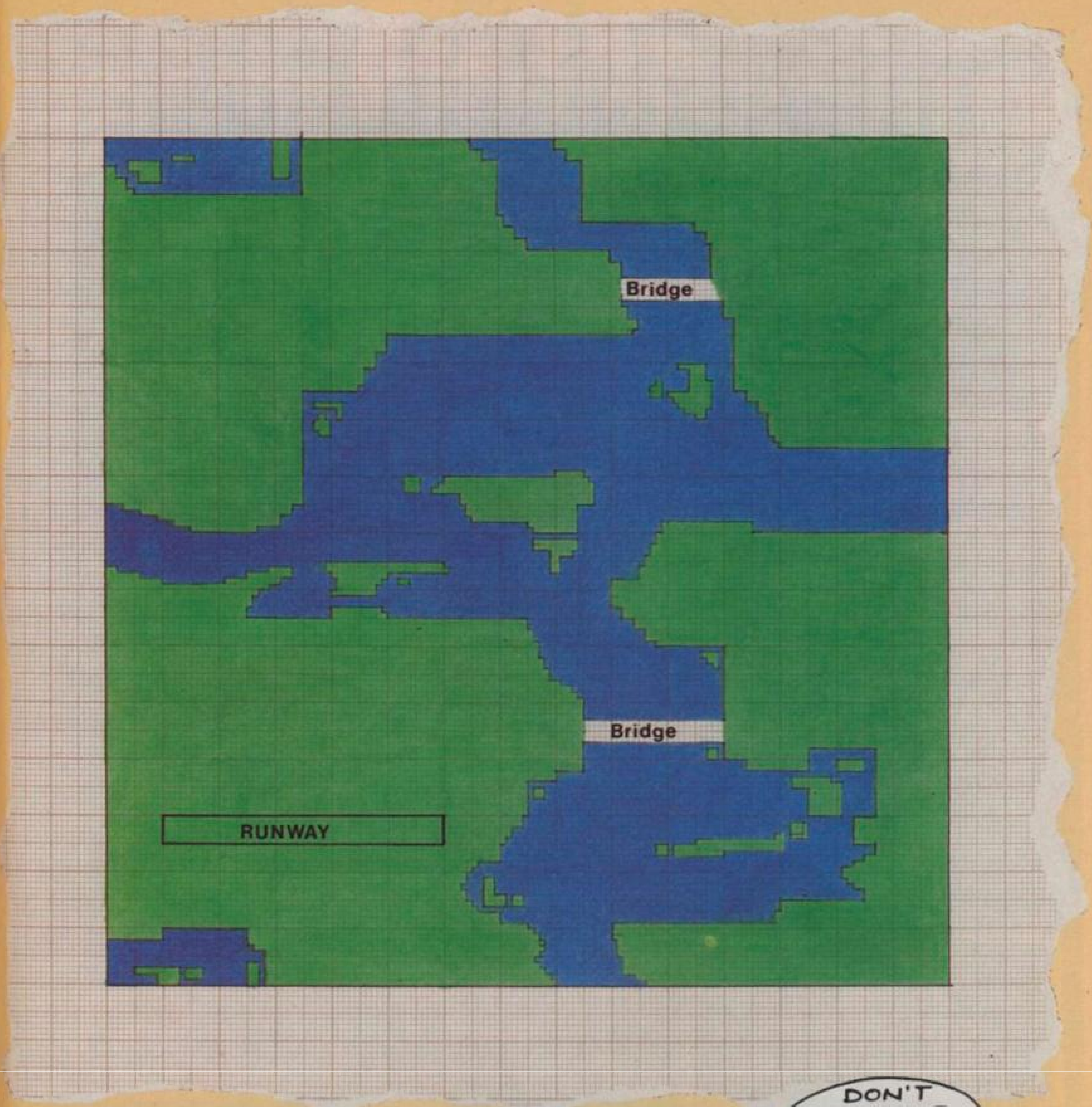
As you progress through the levels, the game gets progressively more difficult. Difficulty levels are judged by the number of bases in the sea as you are operating in a small area and have to watch out for cliffs.

Bridges and electricity wires should be avoided at all costs if you are attempting a high score. But they are great fun to fly under!


USE C&VG'S EXCLUSIVE TORNADO LOW LEVEL RADAR MAP TO HELP YOU FIND THOSE TARGETS!

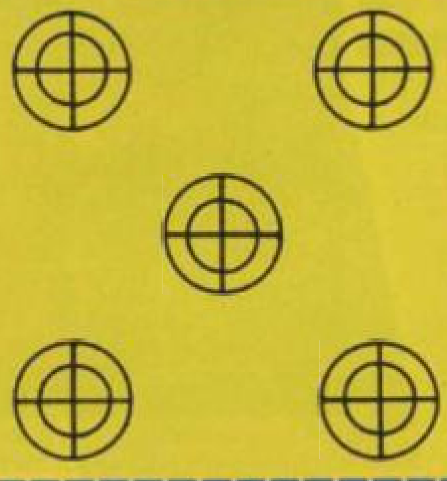
One last tip. Don't leave your landings for fuel too late. But if you do — don't despair if you run out during a descent toward the runway. If you centre the jet over the runway as it begins to come down, it may just touch down before you are in danger of overshooting your home base.

With the aid of Aonghas' *TLL* map you should now all be ready to take off into the wide blue yonder. Happy landings!



TTL COUNTERS

We've provided you with some counters to help you make the most of your *C&VG TLL* map. All you have to do is cut out the strip from this page, paste it on a bit of thin card and cut around the counters with a sharp pair of scissors. If you don't want to cut up your magazine, you could always use coins or plastic counters. Then, at the start of each game, take a look at the map displayed on the screen and, using your counters, mark the positions of all the bases on the *C&VG* map. Now you have a ready made radar display of the game area and you don't have to land to view it again. Great eh? Once you've hit a target, simply remove the counter from the map.



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DON'T LEAVE YOUR LANDINGS TO LATE!

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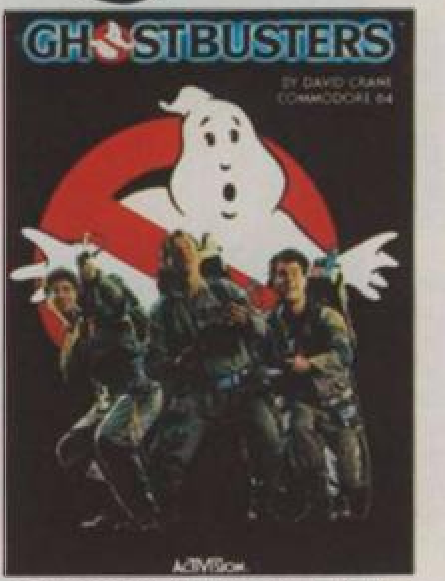
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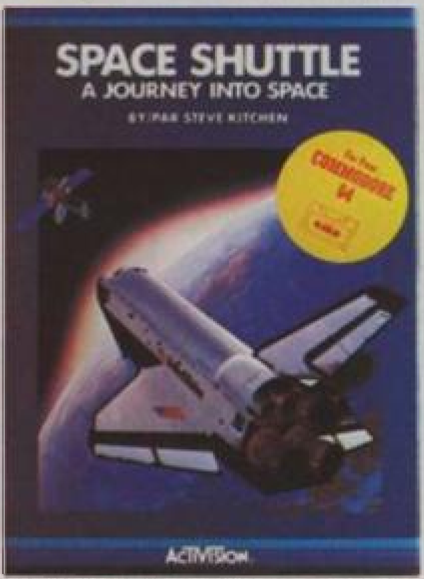
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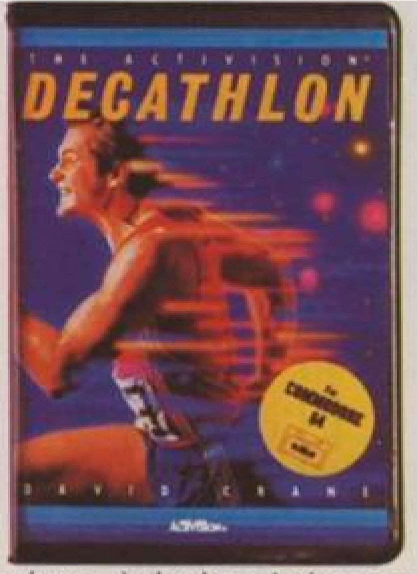
Running on Commodore 64, Spectrum, MSX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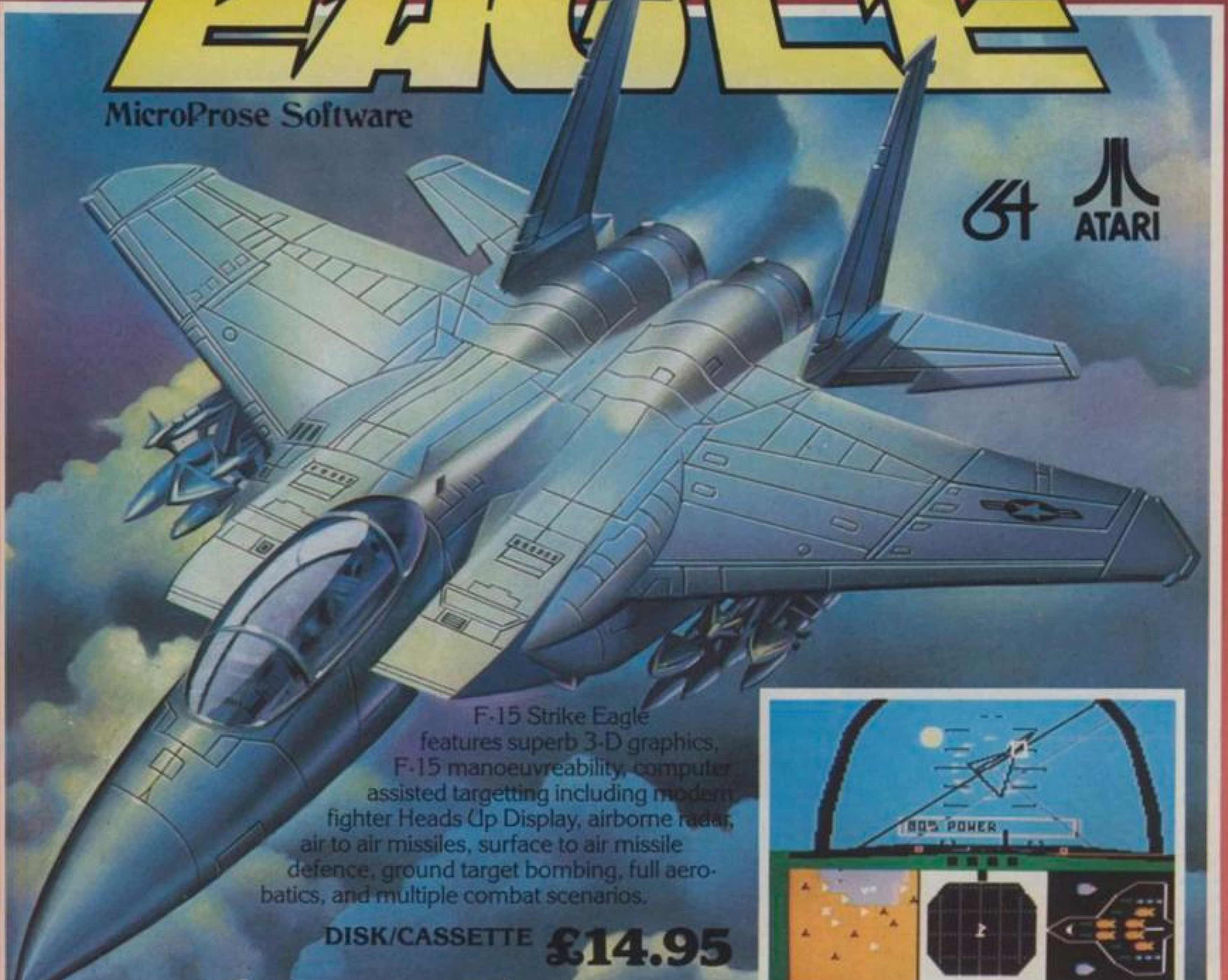

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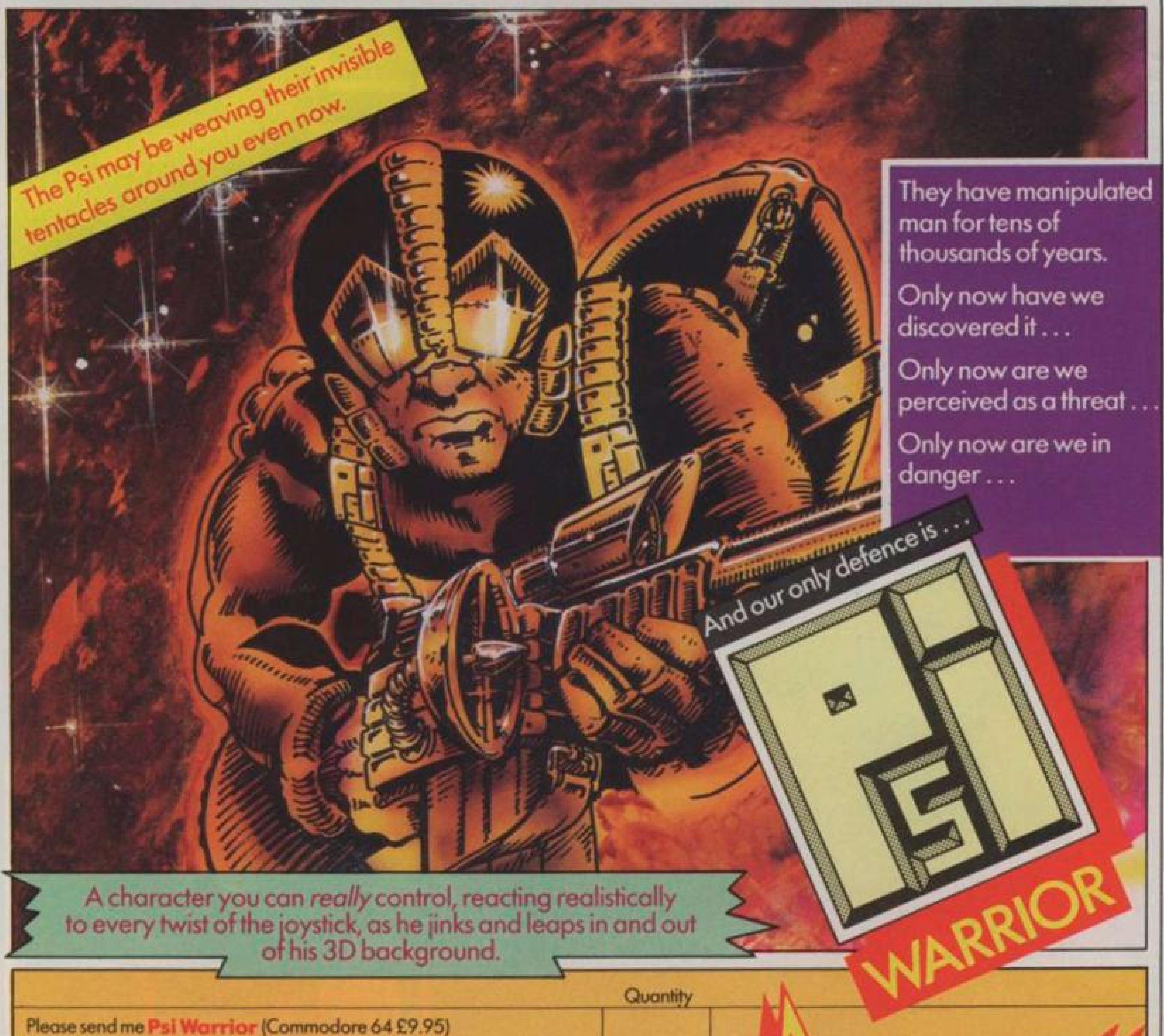
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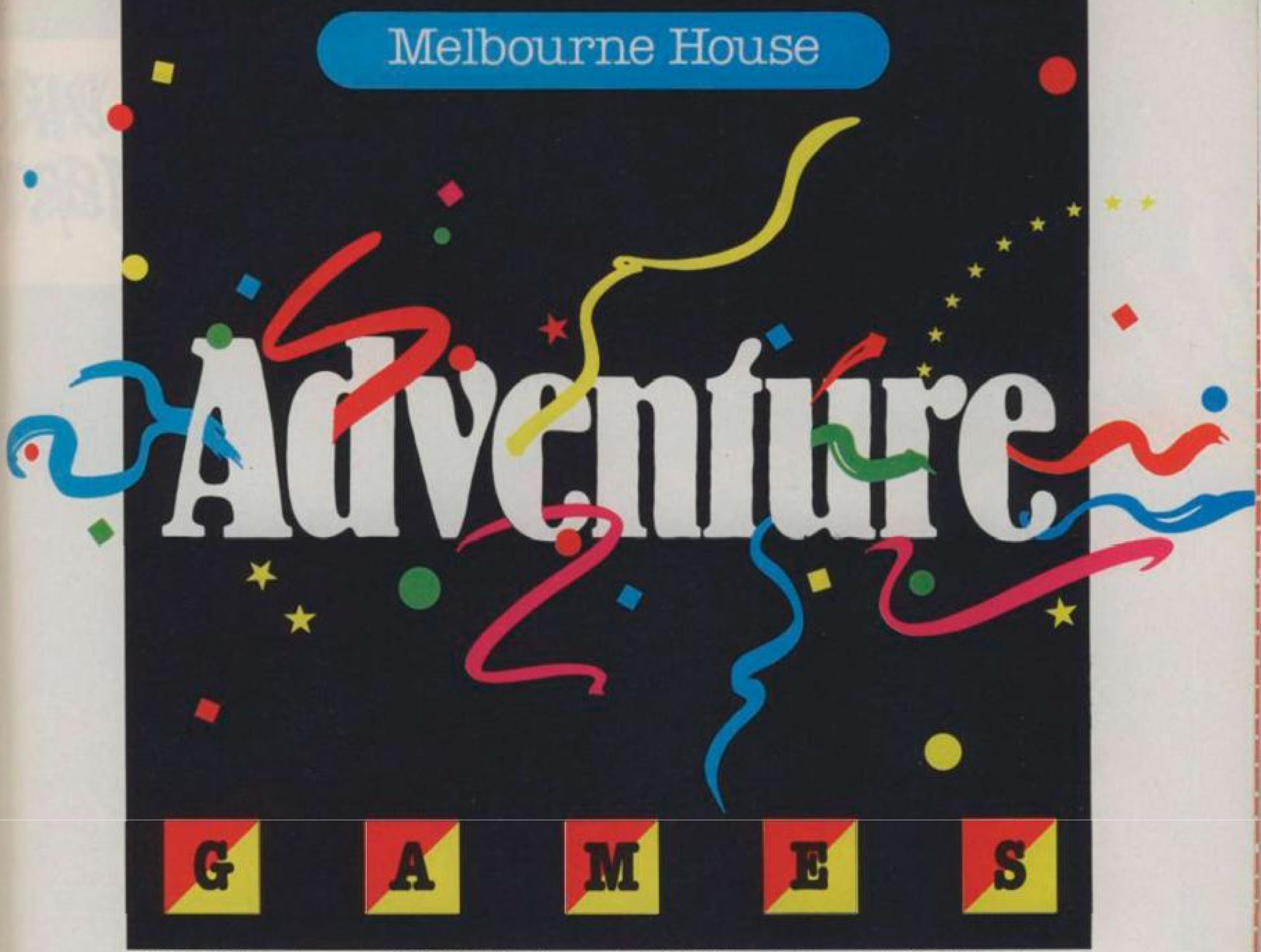

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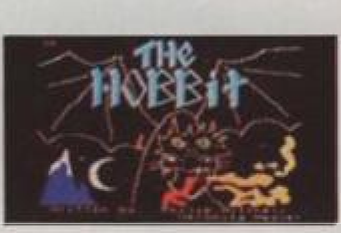

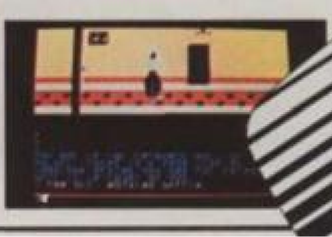

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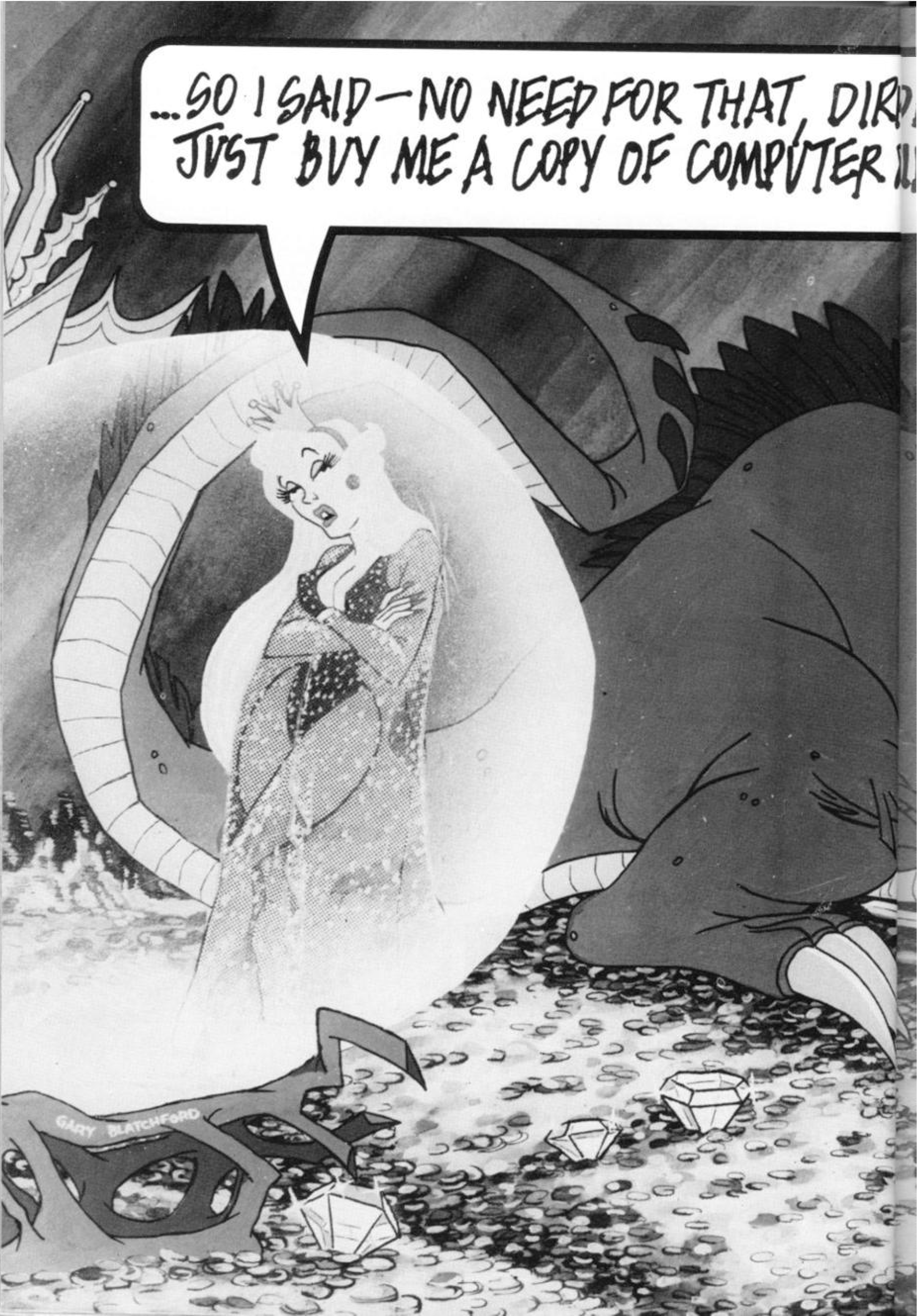
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Doomdark's Revenge

Part 2

✱

THE RULES

In this episode of Doomdark's Revenge, you take the part of Tarithel the Dreamer. To play you will need one six-sided die, a pencil and an eraser. You should also familiarise yourself with these simple rules:

✱

BATTLES

Icemark is a savage land. If you are obliged to fight, roll the die against the SKILL factor of Tarithel or her opponent. If the number rolled is equal to or less than the SKILL factor, the attack is successful. The character's weapon (in Tarithel's case a dagger) causes damage to be deducted from an opponent's

✱

STAMINA: If the number rolled the greater than the character's SKILL the attack fails. When a character's STAMINA falls to zero they die.

✱

FOOD

During the adventure Tarithel will need to consume food or risk losing STAMINA. Tarithel begins the adventure with no food. However, you will note three boxes in which to "store" food. When some is offered simply tick the required number of boxes. You will be told when to eat food.

✱

SPELLS

Tarithel carries with her three wooden rune symbols, each stores one spell. During the adventure you may decide that Tarithel casts one of these spells. Simply choose a spell and strike it off the Character Chart. Each spell may only be cast once.

✱

MOON: When cast this spell deepens and multiplies shadows, confusing enemies.
SUN: When cast this spell intensifies whatever light is available blinding enemies.

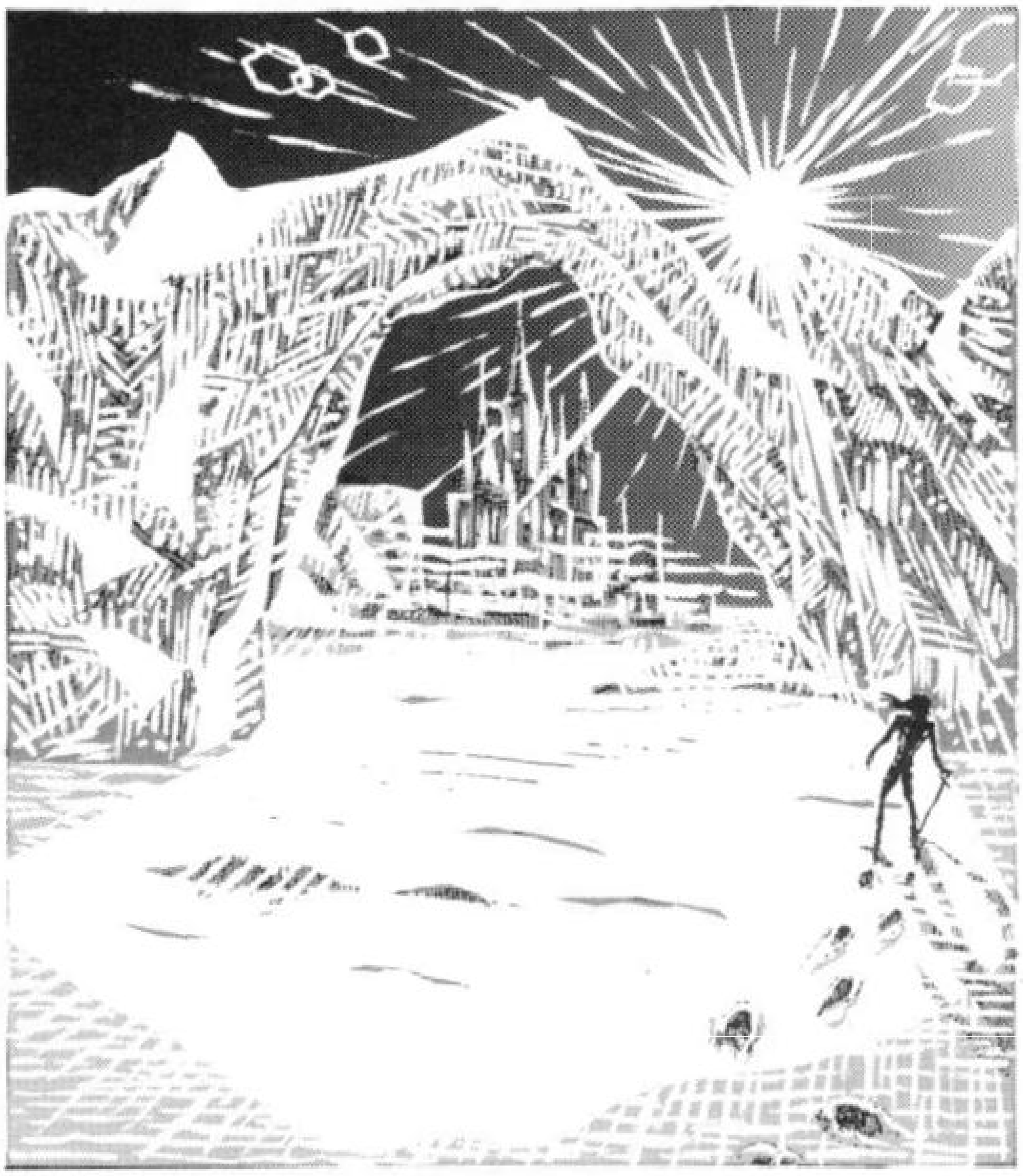
✱

FALCON: When cast this spell enables Tarithel to command the aid of wild beasts.

✱

SCORING

To score this adventure give yourself 10 points for every point of STAMINA remaining to Tarithel when she reaches Alazorne. Then deduct 10 points for every spell consumed during the adventure. What did



The Kingdom of Icemark

In December's issue you may have led Luxor the Moonprince across Midnight to the Icegates. Now it's time to lead Tarithel, Morkin's friend through the savage land of Icemark to the pit of Alazorne where Morkin lies captive.

At the end of part three, we will ask you three questions relating to the Doomdark quest. The first question was at the end of part one in December's issue. The second is featured here. Keep both answers till the third issue.

THE STORY SO FAR . . .

Shareth the Heartstealer, Doomdark's evil daughter, has kidnapped Morkin by foul sorcery. Her objective is to lure Luxor the Moonprince into her domain, the savage Icemark. Luxor and one thousand warriors of the Free have travelled across Midnight to a rendezvous with Rorthron the Wise. Tarithel the Dreamer, Morkin's friend, has tracked Morkin alone into Icemark. This episode opens with Tarithel somewhere within the great forest of the Kingdom of Icemark's Fey. You must guide her safely through the Icemark on a quest to discover Morkin's prison.

Tarithel score?

70+	Amazing
50-70	Excellent
20-50	Average
10-20	Could do better
10	Just alive!

CHARACTER CHART
Tarithel the Dreamer
Skill: 4 Stamina: 9 ( )
Weapon: Eagle's Claw, the dagger, will cause 1 point of damage to an opponent's STAMINA
SPELLS
Moon, Sun, Falcon.
POSSESSIONS
1
2
3
FOOD ( ) ( ) ( )

TO BEGIN

Turn to section one and follow instructions.

1) Tarithel, stands in a glade of trees before dawn. Her eyes are closed and she sways gently in the still night air. She works at the Fey skill of divination, listening, tasting, smelling, watching the shivering web of fate. Frozen pine needles, spilt by the headlong rush of a rider litter the glade. The hard-packed snow is branded with the faint mark of a horse's hooves. Old north wind whispers his tale through the trees and Tarithel knows that Morkin has gone North. She falls from her trance exhausted, strike one point from her Stamina. Now you are Tarithel. Guide her to Morkin across the cold wastes of the Icemark. Turn to 2.

2) You leave the glade and move off into the trees. You hide in the shadow of a tree and peer ahead. No further sounds disturb the night, but you smell the resin scent of a camp fire. You are cold and hungry.

- Will you approach the campfire? Turn to 11.
- Will your skirt the camp and head on alone through the wilderness? Turn to 15.
- Will you believe the big fellow? Turn to 18.
- Will you cast magic at him? Choose a spell then delete it from your Character Chart and turn to 30.
- Or will you don the cloak of Invisibility? Turn to 13.

3) The tower stands in the midst of a frozen world, yet the land about its base flourishes as if in the midst of summer. A strange mirrored contraption spins atop the tower. Somehow this machine focuses and intensifies the weak power of Icemark's sun.

- Will you enter the tower and seek out its inhabitants? Turn to 19.
- Or will you spend the night in one of the outbuildings? Turn to 32.

4) A brass pentangle lies on the ground where the wolf stood. You pick the artifact up and examine it. A mirror glints in the centre and the face of a beautiful but cruel looking woman materialises there. "Rest for now daughter of Dreams" She says. "We shall meet again at Alazorne." Then the glass shatters.

Content that you will not be troubled again during the night you fall into a deep slumber. Turn to 26.

5) Not far from the ancient tower you see, in the distance, the craggy peaks of mountains. You discover a cavern but before you enter you hear voices from within.

- Will you hide? Turn to 22.
- Will you cast a spell into the cave? Choose your spell then strike it from your Character Chart. Now turn to 8.
- Will you test the cloak of invisibility? Turn to 25.

6) The wolf stalks purposefully towards you. Its jaw hangs slack and spittle drools upon the ground. Unnatural eyes burn red, then the wolf pounces. Roll against your Skill if you succeed turn to 16. If you fail turn to 28.

7) If you cast Falcon or Moon your magic fails for this is a sorcerous beast. You must fight with your dagger. Turn to 6.

If you cast Sun the sacred tree trunks of the Fey henge burn bright with magic fire. The wolf yelps and then dissolves into thin air. Turn to 4.

8) If you cast the spells Moon or Falcon they have no effect here. Instead you find yourself sinking into a stupor and realise you have become spellbound. Turn to 33.

If you cast Sun the fire which burns within flares up. Two figures — an old man and a dwarf dressed in black, curse and cover their eyes. You run away into the night and seek shelter elsewhere. The night is long and cold. Unless you have food you will lose another point of Stamina. Turn to 10.

9) You drive your dagger Eagle's Claw in between the wizard's ancient ribs. "Die vile one!" you hiss. The corpse crashes forward into the fire and the dwarf leaps to his feet screaming: "I told you this place was the haunt of evil spirits." Then he disappears into the night.

You spend the night unmolested in the cave and eat some of the dwarf's food. You recover 1 point of Stamina. Turn to 10.

10) On the second day of your journey through the mountains you encounter a hill giant. He stands as tall as the tower of the wise and his grin reveals rows of sharpened teeth. "A daughter of the Fey. Giants like Fey. I take you through Iron Hills. I Thungrom."

11) Cautiously, you slip through the undergrowth and see a man tending his horse. He is dressed in the bulky skins of a snow-ox, a brazen helmet rests jauntily on his head and a great axe swings from his waist. You have encountered an Ice barbarian. Turn to 20

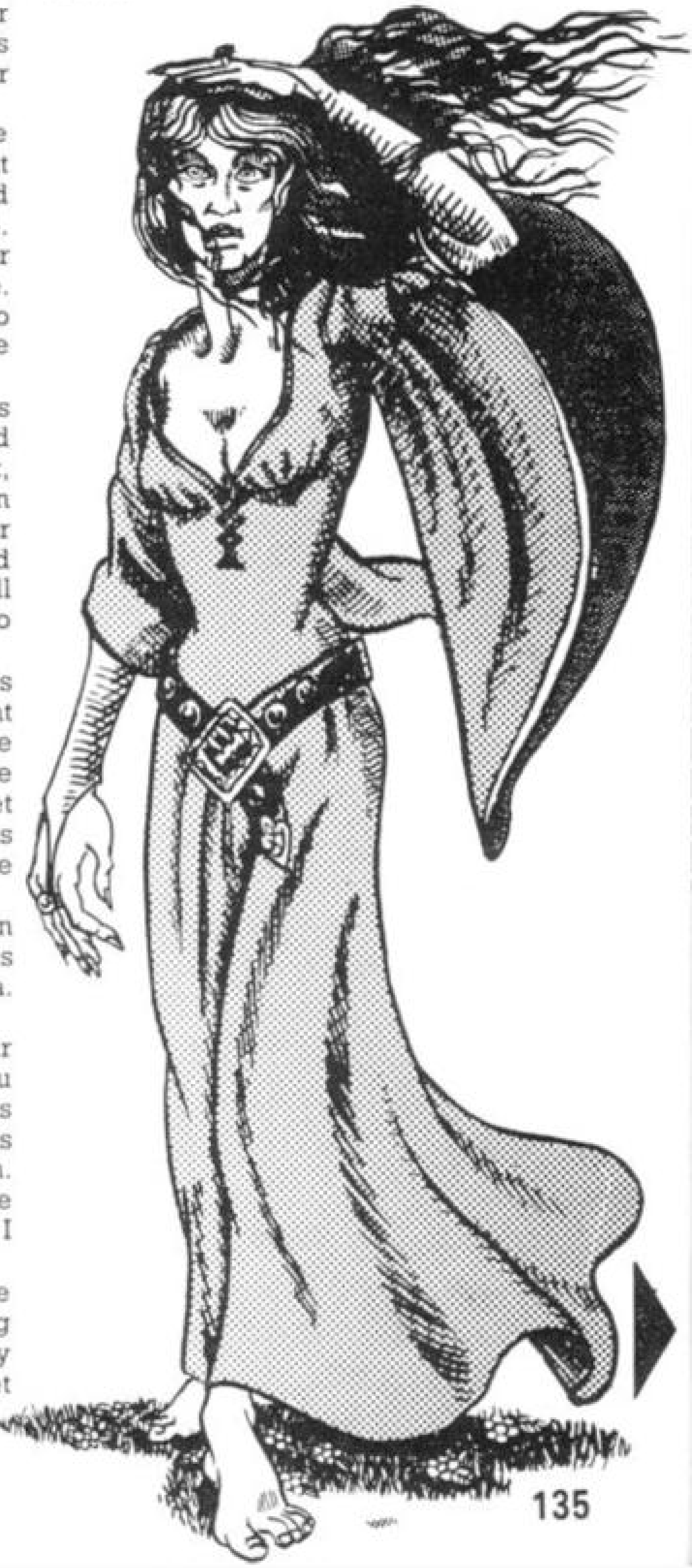
12) Zorgo turns slowly round and eyes you up and down. "A Fey treading the cold forest before dawn. What do you quest for? Come, you shall share my breakfast and tell me of this forest's secrets."

Together the two of you sit round the campfire. You tell him of your quest and he tells you that he hunts the legendary Targa bird, a giant flightless beast said to haunt the forest. The food refreshes you. Add 1 point of Stamina.

- Will you ask Zorgo if he has seen Morkin? Turn to 31.
- Or ask him for general news of this land? Turn to 34.

13) You don the cloak and warily circle the giant's vast bulk. He bends over the spot where you disappeared and prods at the ground with an uprooted tree trunk. You struggle on through the mountains. Turn to 29.

Tarithel



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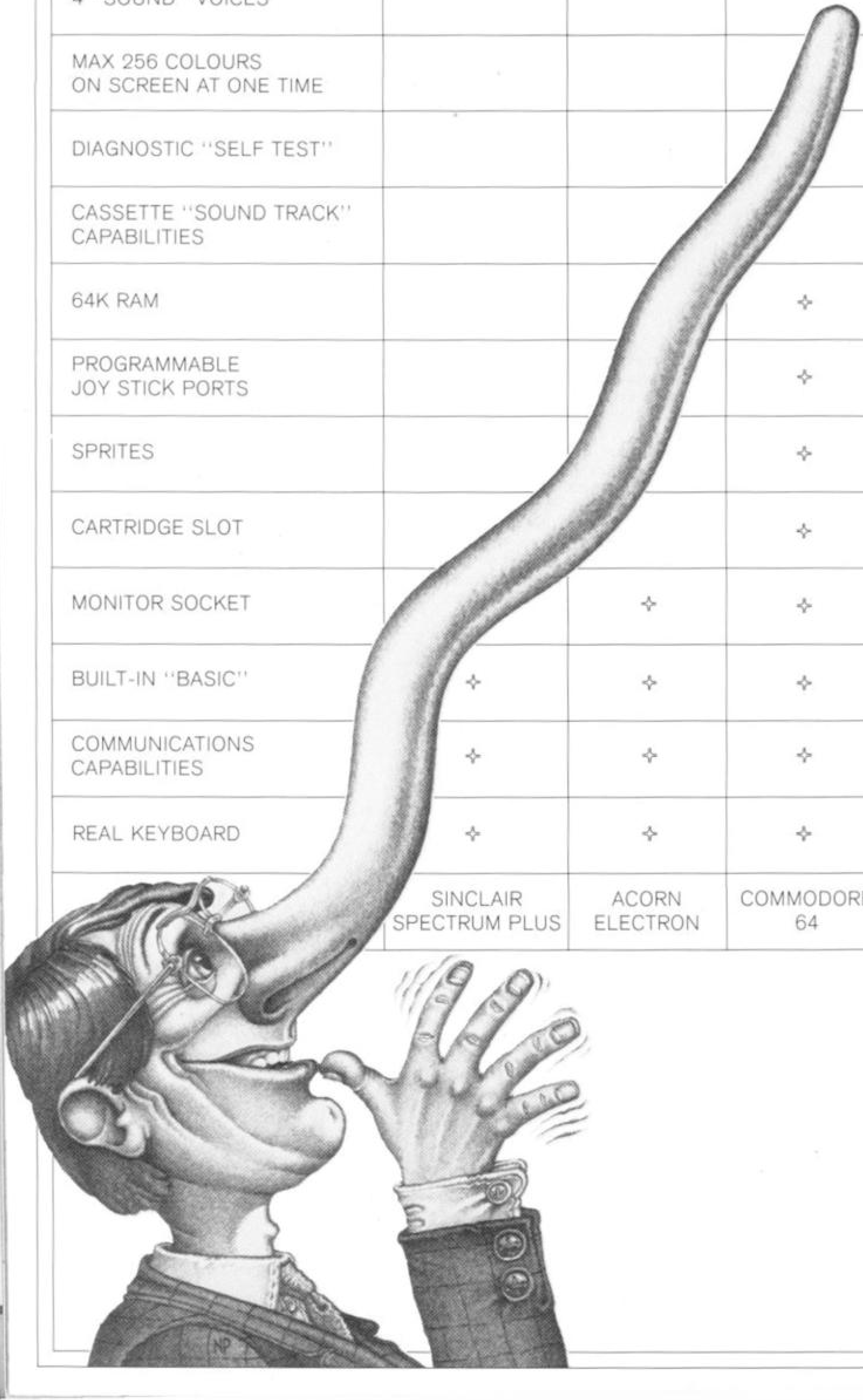

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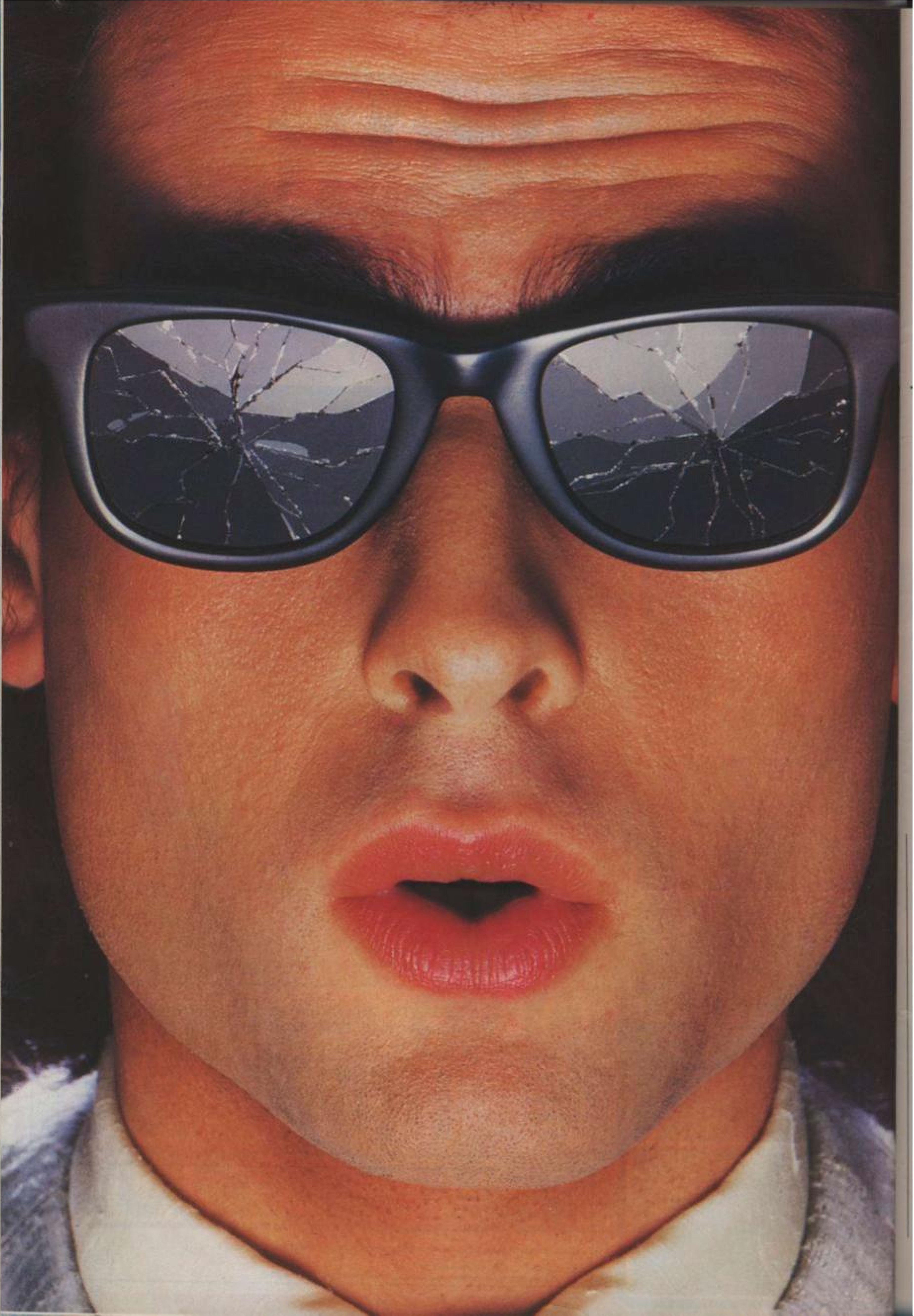

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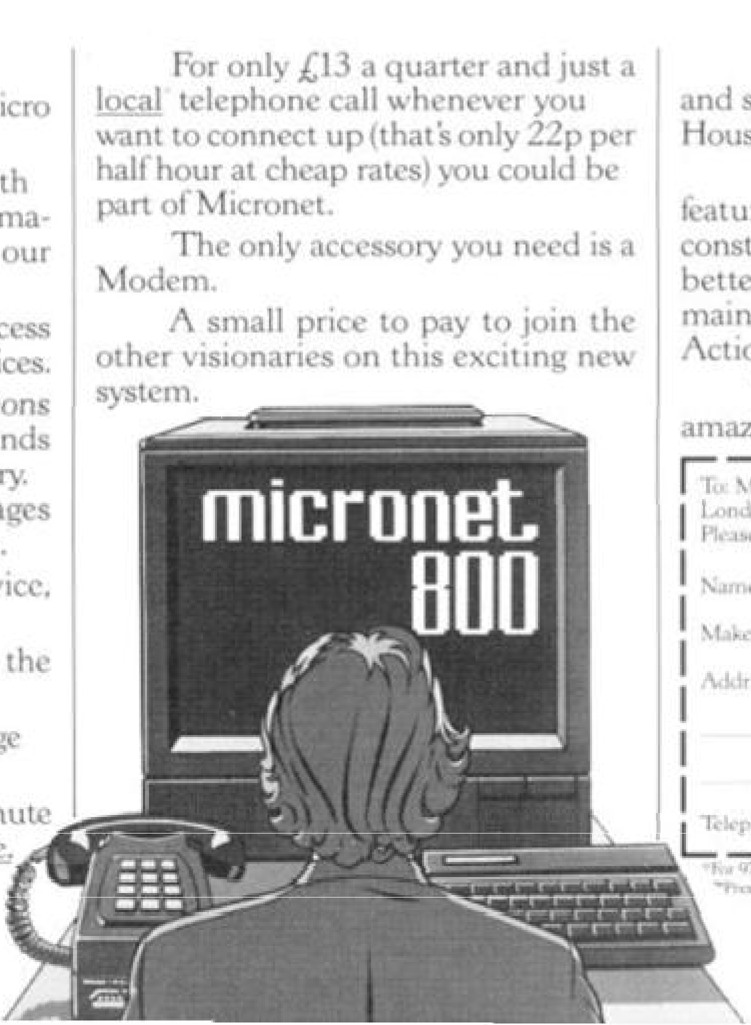

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micronet
800

14) The spell Falcon enables you to establish a mind link with the bats. You will them to leave their perches and harry the wizard and dwarf. Instantly the cave is filled with swift diving black bodies. "What sorcery is this?" Cries the wizard. "Come Bolbog we shall find shelter elsewhere." Turn to 10.

15) With caution you press on through the forest.

16) You dodge the wolf and stab at its back as it passes. The creature yelps with pain then turns to face you. The Wolf has a Stamina of 7 and a Skill of 3. Its teeth and claws will cause you 1 point of damage if they catch you. Now you must fight to the death. You have first blow.

- If you are slain you become a tasty morsel for the wolf.
- If you survive turn to 4.

17) When the moon rises you explore the henge. It is constructed from 12 great tree trunks arranged in a circle and each are carved with Fey runes. You settle down for the night certain that you dwell within a place sacred to your people. Yet your sleep is troubled by a strange sense of doom. Turn to 23.

Talorthane the Giant

GARY BLATCHFORD 84

18) The giant lowers an enormous, grubby and calloused hand. "Come little Fey, ride on Thungrom's shoulder."

All day long the giant strides through the Iron Hills. He is an amiable fellow but smells quite appalling.

As night falls Thungrom deposits you before an ancient henge. Then he bids you well and strides back to the mountains. You are tired but have lost no Stamina today. Turn to 17.

19) You enter the tower and climb a stone staircase to a lofty chamber. An old man sits painting at a window, he rises and presents to you a table piled high with food. "These are the fruits of summer, no doubt unknown to you. Eat your fill and stuff your pouch — you will need sustenance on your journey. I am Albedius of Khare. I saw Rorthron in a dream. He told me of your quest and bids me say that Morkin languishes in the pit of Alazorne. That place lies beyond the Iron Hills to the north."

Your meal finished, the old man leads you to a comfortable lodging. "Sleep well," he says "Rise with the sun and march north. Take with you this cloak — it will keep you warm and confers upon its wearer the boon of invisibility. Use it carefully, the charm works but once."

You sleep well and awake refreshed. You have recovered 1 point of Stamina and have food sufficient to recover 3 more points should you need to. (Tick the three boxes on your Character Chart). Now turn to 5.

20) Boldly you step out into the clearing. The barbarian's back visibly stiffens but he carries on saddling his horse. Without turning he says: "Who disturbs the labour of Zorgo the Wanderer? If you seek food you are welcome. If you plan mischief step no further, for I will cleave your head from your shoulders ere your foot falls. Speak stranger!"

- Will you draw your dagger Eagle's Claw under your cloak, in case this barbarian attacks you? Turn to 27.
- Or will you tell him that you come in peace? Turn to 12.

21) On the second day of your journey through the mountains you travel with your companions Barzai and Bolbog. At mid-day you encounter a hill giant. As soon as he spots your party he growls with rage and hoists up a massive boulder. Then he hurls the missile towards you. Barzai casts some magic and both he and Bolbog disappear. You are obliged to dodge the boulder. Roll against your Skill. If you fail your quest ends abruptly. If you succeed the boulder misses.

A broad grin breaks across the giants face revealing rows of sharpened teeth. "Wizard bad fellow. No friend to Fey or giants. You come with me. I am Thungrom."

GARY BLATCHFORD 84

Luxor the Moonprince

- Will you believe him? Turn to 18.
- Will you cast a spell. Make a choice and delete it from your Character then turn to 30.
- Or will you don the cloak of invisibility? Turn to 13.

22) You conceal yourself behind a boulder and watch the cavern's gaping maw. It must be very cold for soon you find your legs turning number. Then your eyelids become heavy and you fall into a stupor. As you lose consciousness you realise you have been rendered spellbound. Turn to 33.

23) Suddenly the still night air is split by the howl of a wolf. You gather your possessions and crouch in the shadow of one of the magic stumps. Then you spy a giant wolf stealthily approaching the far side of the henge. It stops beyond the tree trunks and peers in at you. A rasping female voice speaks out of its jaws:

"Daughter of Dreams I see you cowering there. Come out of the shadow and I will eat you." Then the creature leaps into the henge.

- Will you fight the wolf with your dagger? Turn to 6.
- Will you cast a spell? Make your choice, strike it from your Character and turn to 7.
- Will you don the cloak of invisibility? Turn to 24.

24) You don the invisible cloak but the wolf merely chuckles: "Such puny magic will not help thee, prepare to die."

- You must fight the wolf with your dagger. Turn to 6.
- Or cast a spell. Make your choice, strike it from your Character Chart

then turn to 7.

25) You don the cloak of invisibility and cautiously enter the cave. Two figures are seated around a fire. One is an old man dressed in cloths embroidered with magical symbols. The other is an evil looking dwarf dressed in black.

The old man speaks first: "Soon my dear Bolbog we will reach the pit of Alazorne. There Morkin, son of Luxor, lies in chains. I shall work my foulest sorcery on the Ice Empress' behalf and you dear comrade will lead your dark folk to pit the land thereabouts and swallow up Luxor's army."

You appear to have stumbled upon an evil council of war. Will you slay the evil wizard? Turn to 9.

- Or cast the spell Falcon upon the many bats who hang from the cave's ceiling? Turn to 14.

26) At dawn you are shaken awake by a rough hand. You gaze up into the face of a weary Fey warrior. "I am Temeril of Imorthorn, why do you trespass upon the sacred henge?"

You introduce yourself and explain that you seek Morkin. Temeril replies: "Morkin lies in the dungeons beneath Alazorne. We have scouted the place for Lord Luxor who rides this way with an army of the Free and the Fey."

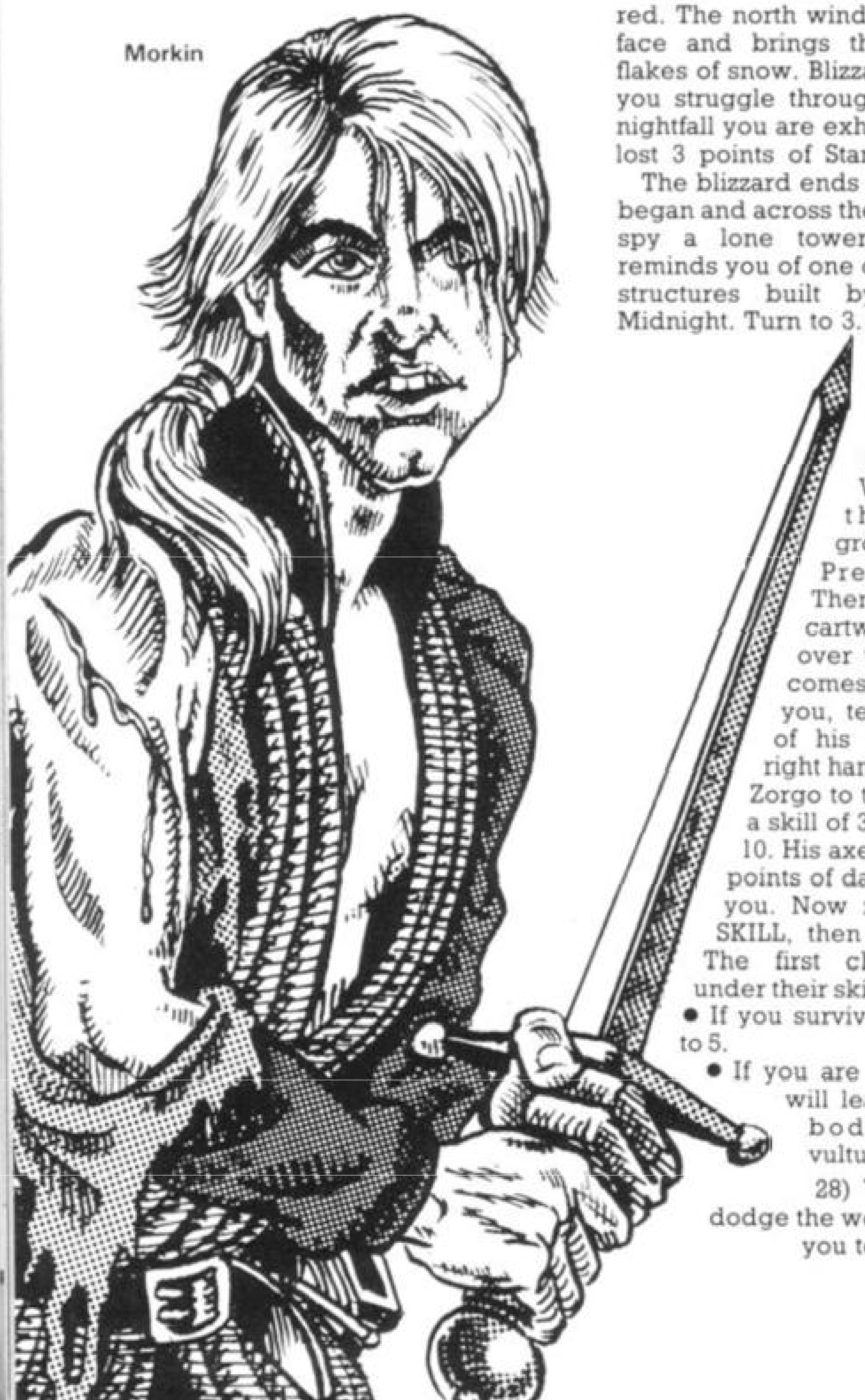
You ask Temeril to help you release Morkin before Luxor arrives, for you fear that he would be slain ere a battle turned in Luxor's favour. "Impossible" replies Temeril. "I have but twenty warriors and Alazorne is protected by the Ice Empress' magic."

From your pouch you produce the three Fey runes: Moon, Sun and Falcon. Temeril cradles them in his hands and says: "A good omen. Their power may be replenished by the incantations carved upon the magic trunks, but which spell will aid us best? The Moon, symbol of the Fey. The Sun which we so seldom see? Or Falcon bird of power?"

Which do you think? Note your choice and save it for the final instalment of this adventure!

You plod along the tracks of Morkin's horse ever northwards. To the east the sun stains the dark sky red. The north wind howls into your face and brings the first burning flakes of snow. Blizzard! All day long you struggle through the storm. By nightfall you are exhausted and have lost 3 points of Stamina.

The blizzard ends as suddenly as it began and across the frozen land you spy a lone tower. The building reminds you of one of the mysterious structures built by the wise of Midnight. Turn to 3.



Morkin

27) You slide your dagger from its sheath and adopt a fighting stance. Without turning, the barbarian growls: "So be it! Prepare to die." Then he springs into a cartwheel and leaps over the campfire. He comes to rest opposite you, testing the weight of his battleaxe in his right hand. You must fight Zorgo to the death. He has a skill of 3 and a stamina of 10. His axe will cause you 2 points of damage if it strikes you. Now roll against your SKILL, then against Zorgo's. The first character to roll under their skill, strikes first.

- If you survive this battle turn to 5.
- If you are defeated, Zorgo will leave your broken body to the ice vultures.

28) You are unable to dodge the wolf which knocks you to the ground and savages you. Deduct 2 points of Stamina. You must now fight the wolf to the death. The creature has a Stamina of 9 and a Skill of 3. Its jaws and claws will cause you 1 point of damage.

- If you are slain you become the wolf's next meal.
- If you survive turn to 4.

29) All day long you struggle through the mountains. As night falls you emerge onto the edge of a plain and sight an ancient henge. Turn to 17.

30) If you cast Sun or Falcon you merely succeed in enraging the giant who flings a great boulder at you. This boulder will kill you unless you can dodge it. Roll against your Skill. If you succeed escape to 29. If you fail your quest ends abruptly.

If you cast moon, shadows multiply confusing the giant. You evade him and struggle on through the mountains. Turn to 29.

31) Zargo thrusts his dented helmet even further back on his head and scratches at the stubble on his chin. "No I've seen no lone rider in these parts, but I have seen his tracks. A lone horse, somewhat lame, passed through the forest some days ago. I have also seen a group of the Ice Empress' guards following those tracks."

- Will you now ask Zargo for general news of Icemark? Turn to 34.
- Or thank him for his hospitality and press on along the lone rider's tracks? Turn to 15.

32) You spend a comfortable night sleeping on a bed of hay. Then in the early morning, shortly before dawn, you steal away from the mysterious tower. You are refreshed by your warm sleep but you have only discovered a few apples to eat. Recover 1 point of Stamina. Your way lies north, although the blizzard has erased the tracks of the lone rider. Turn to 5.

33) You awake inside the cave. An old man leans over you and says: "I am sorry to have enchanted you, but we must take precautions in these wild and desolate lands. Come and share a meal by our fire. I am Barzai the Magnificent, a wizard of some repute and this is my companion Bolbog." You turn and see the evil visage of a dwarf dressed in black.

As you eat you tell Barzai of your mission. Instantly he pledges his aid. Turn to 21.

34) "News of this land? Pah! There is no good news." Zorgo spits into the fire then turns to you and exclaims: "In my travels I have seen few others: a shifty sorceror and a renegade dwarf and a company of strange riders going north. Those riders were not from these lands, they wore metal not fur and bore the banner of a moon and star." Turn to 15.

To be continued next month

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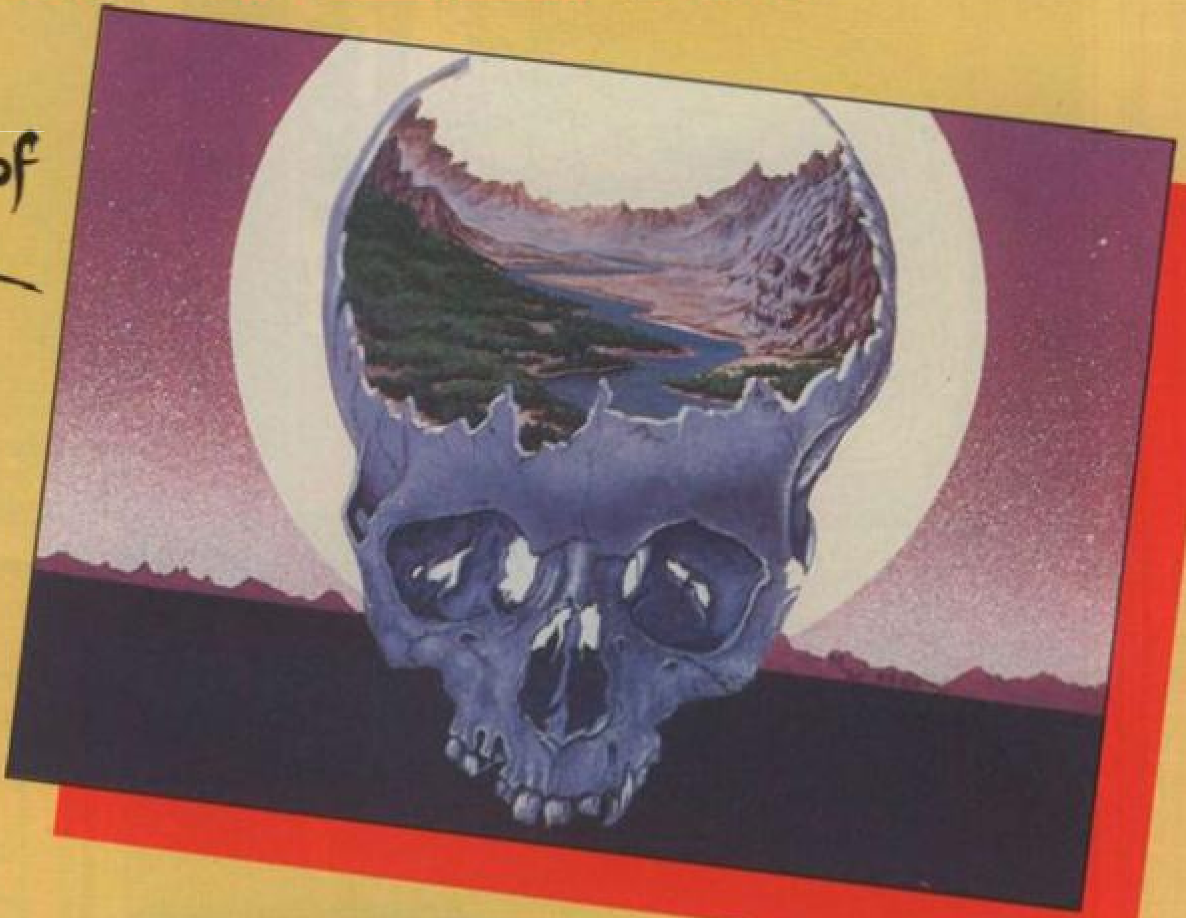

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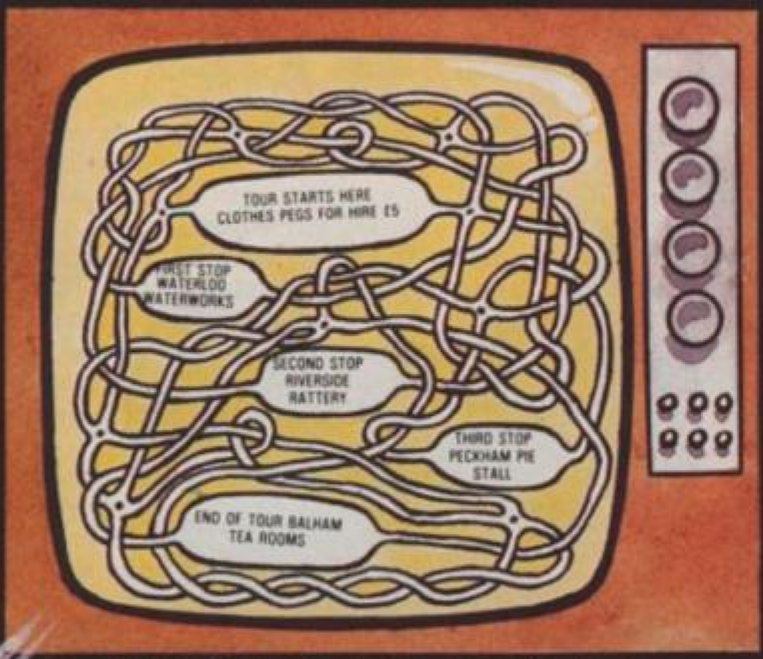
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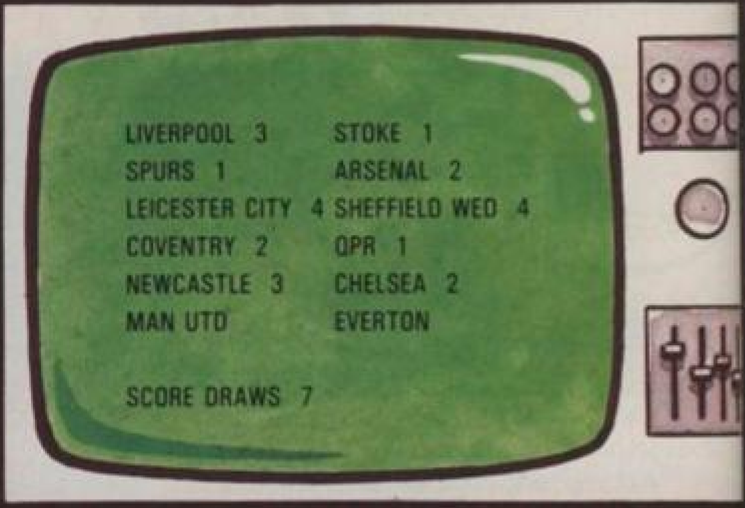
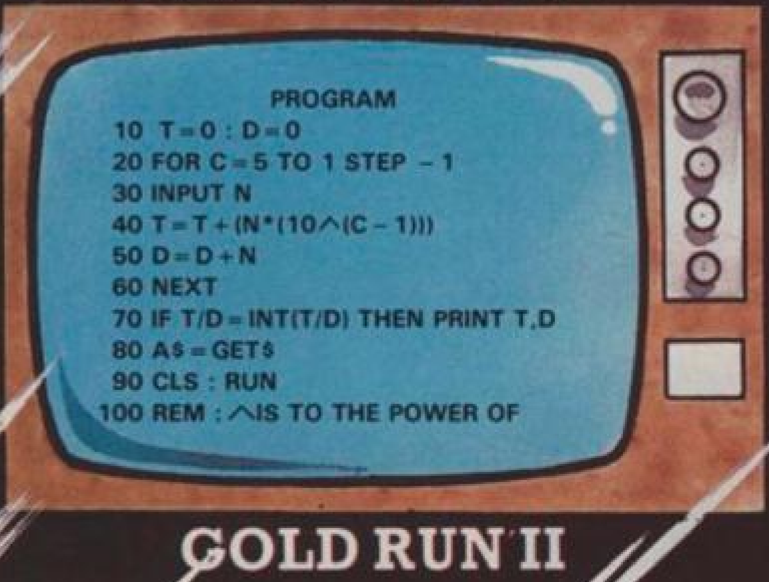
THIRD STOP PECKHAM PIE STALL
END OF TOUR BALHAM TEA ROOMS

HOLIDAY ROUTE



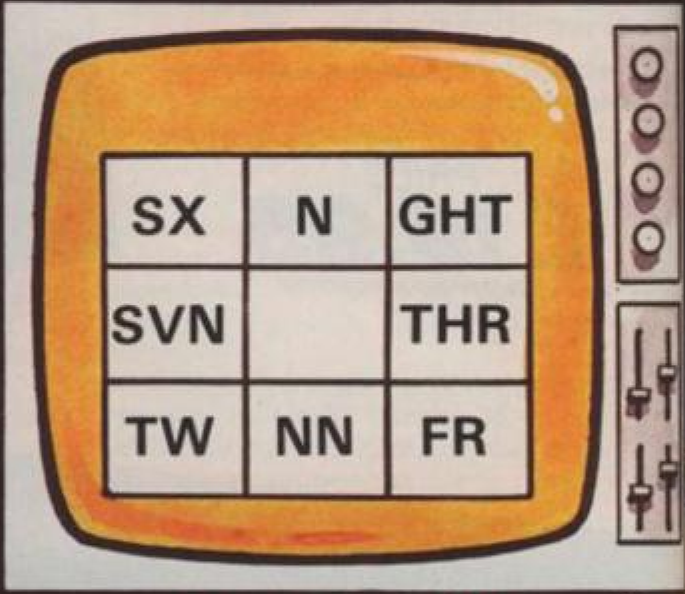
```
LIVERPOOL 3        STOKE 1
SPURS 1            ARSENAL 2
LEICESTER CITY 4   SHEFFIELD WED 4
COVENTRY 2         QPR 1
NEWCASTLE 3        CHELSEA 2
MAN UTD            EVERTON

SCORE DRAWS 7
```

FOOTBALL FIXTURES



```
PROGRAM
10 T=0 : D=0
20 FOR C=5 TO 1 STEP -1
30 INPUT N
40 T=T+(N*(10^(C-1)))
50 D=D+N
60 NEXT
70 IF T/D=INT(T/D) THEN PRINT T,D
80 A$=GET$
90 CLS : RUN
100 REM : ^IS TO THE POWER OF
```

GOLD RUN II



SX	N	GHT
SVN		THR
TW	NN	FR

PRNIT OWT

Winter is, according to the media bosses, the time when the population stares at the talking wallpaper in order to view all those programmes it, hopefully, had the sense to avoid during those fine nights of last summer.

As some small alternative to these eternal repeats, our sets show some original graphic details of, perhaps, more interesting problems.

PRNIT OWT!

Garbage in-garbage out is very much the order of the day whenever the Gremlin Computer Inc. tries its hand at programming. Their latest screen is a typically messed up version of what they would like to have printed — something very well known and simple.

So, can you work out what was going on and tell us which letter or letters should be placed in the empty, middle square?

GOLD RUN

In this little variation on a splendid programme idea, there should be something to suit all puzzling tastes and skill levels.

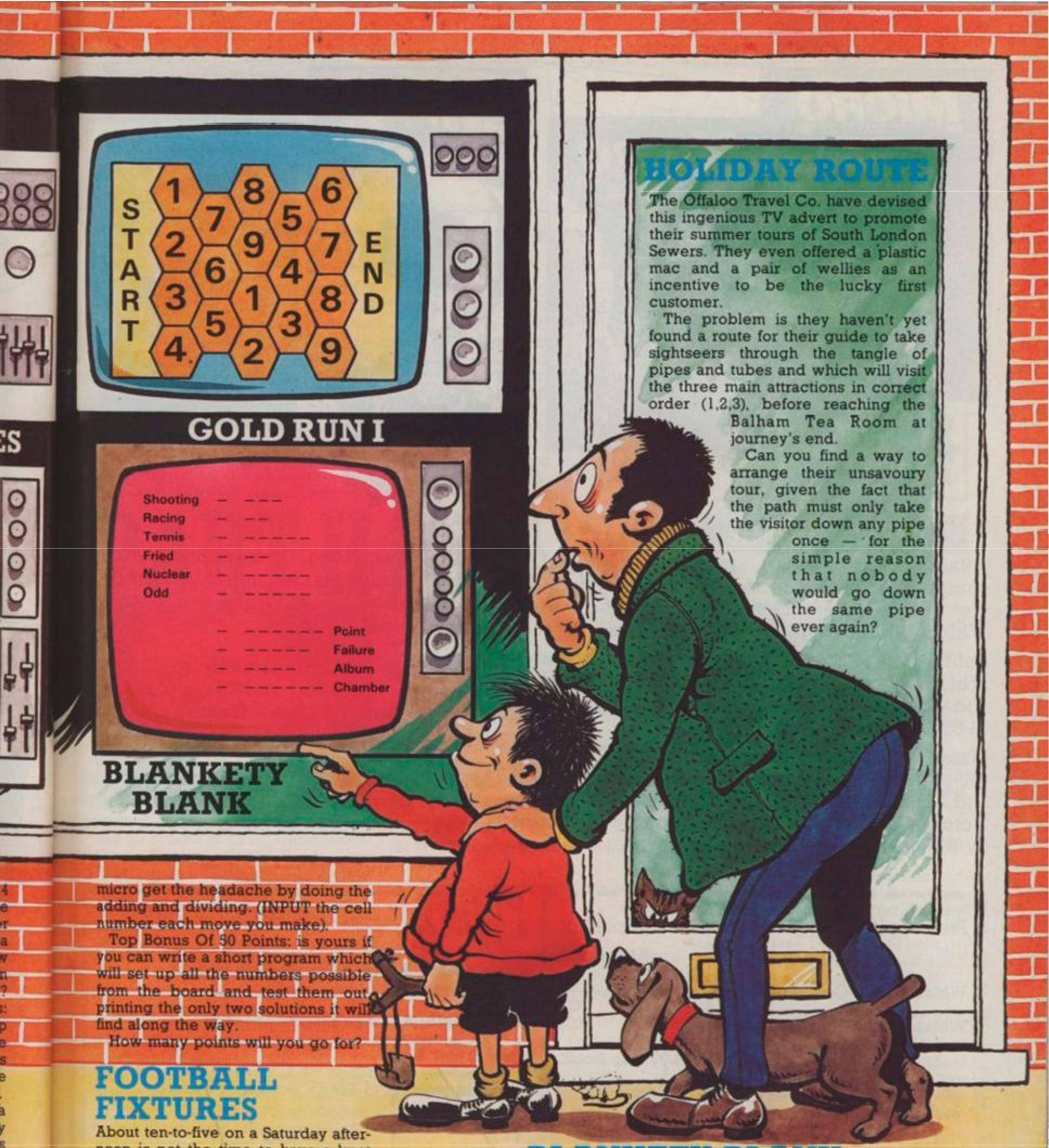
The idea is simply to make a run from left to right, moving from hexagon to adjacent hexagon, noting the digit you land on each time. The trip must only take in five cells, so straight up or down is out of order, as is going backwards.

For instance, you might start from the 3 and move to the 5 then 1 then 4 and finish at 8 — which forms the number 35148. Your Simple Starter For 10 Points, just to slide into a different prog for a mo, is this: how many different five-digit numbers can be formed in runs across this board?

Your Moderate Bonus For 20 Points: when you form each number, add up its digits to give a digital sum — in the number above, the digital sum is 3+5+1+4+8=21. Now divide the number by its digital sum: 35148/21.

What you are asked to find is a number which is exactly divisible by its digital sum, for instance, 12345 is divisible by its sum, 15.

You can try some paths out more quickly if you pop your little very basic program into your machine (adapted if necessary) and let your



micro get the headache by doing the adding and dividing. (INPUT the cell number each move you make).

Top Bonus Of 50 Points: is yours if you can write a short program which will set up all the numbers possible from the board and test them out, printing the only two solutions it will find along the way.

How many points will you go for?

FOOTBALL FIXTURES

About ten-to-five on a Saturday afternoon is not the time to have a knot tied in the vidiprinter at TV house. Especially on the day when Arnold only needs one more score draw to have the vital three points which will guarantee a dividend. Oddly enough, the missing score can be worked out from the freak fact which has made all the other results an obvious "fix". Can you give Arnold the missing score and tell him if he has cause to celebrate?

Answers on page 176

HOLIDAY ROUTE

The Offaloo Travel Co. have devised this ingenious TV advert to promote their summer tours of South London Sewers. They even offered a plastic mac and a pair of wellies as an incentive to be the lucky first customer.

The problem is they haven't yet found a route for their guide to take sightseers through the tangle of pipes and tubes and which will visit the three main attractions in correct order (1,2,3), before reaching the Balham Tea Room at journey's end.

Can you find a way to arrange their unsavoury tour, given the fact that the path must only take the visitor down any pipe once — for the simple reason that nobody would go down the same pipe ever again?

BLANKETY BLANK

You may have noticed that contestants who win their way through to the Head To Head suffer the severe disadvantage of having to match their brain to that of some celebrity. And as these famous names have shown throughout the previous 30 minutes, they have about as much grey matter as would fill a small egg-cup — and that only if they pooled their resources.

Here you have the advantage that you need only rely on your own mental powers when choosing the answer to our blank clues. Also, the length of each word is shown on the screen. Your problem is that each clue could well be properly linked to several words, so to narrow the range down a lot let us tell you that the first letter of each answer, taken in order, will spell two words — and those words are the name of a very popular and frequent TV series.

Can you fill in the blanks?

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COMPETITION

SPOT THE EAR'OLE!

So now you want to strangle us right? Well you will if you spotted the taster on the front cover referring to the competition to win Stranglers Adventure games, read the feature and found that there was absolutely no reference to a competition anywhere.

As our friend Neil, the old hippy, would say "Oh Noooooo!"

Picking ourselves up from the floor, we've managed to find the competition and now you really can win copies of the new Stranglers Adventure game for the 48k Spectrum.

Somewhere in this issue we've hidden an Ear — the title of the new Strangles LP is *Aural Quest*, geddit? and a Rat. All you have to do is tell us the page where you found the Ear and the Rat. Easy eh? The first 25 correct entries out of the *C&VG* memory bin will win a Strangles Adventure. Closing date for the competition is January 16th and normal *C&VG* rules apply.

C&VG/STRANGLERS
COMPETITION

I found the Ear on page....................

I found the Rat on page....................

Name..

Address..

....

....

PART II

MANUAL
MINI
MODEM

In the November issue of *C&VG*, we had 20 copies of Craig Communications' System 15000, 10 for the Specrum and 10 for the Commofore 64, to give away to the readers who could answer three simple questions plus what they would do with their own modem.

Below are the lucky winners:
Gordon Shennan, Ayrshire; Matthew Killingley, Chesterfield; Philip Joseph, London; Martin York, Uttoxeter; Marc Kowalczyk, Plymouth; John McGillivray, Cheshire; Andrew Close, Norfolk; Mike Close, Hull; Richard Lord, Leeds; Marcus Clarke, Cardiff; M Holyroyd, Harrogate; Adam Davies, Dyfed; Steven Izatt, Glasgow; David J Wood, Halifax; David Willis, Bidford on Avon; Chetan Mistry, Enfield; Alan Turner, Whetstone; Craig Smith, Tyne & Wear; Ian Miller, Merseyside; Stephen McLaren, Nottingham.

So, you won a *System 15000* in last issue's competition did you? Well now you've qualified for the next part of our great *System 15000* competition. All you have to do is play the game — by doing that, you'll be able to answer the questions below.

SYSTEM 15000 COMPETITION

Get the answers right and you could soon be the proud owner of an Answerphone Modem! We've got five to give away, thanks to our friends at Craig Communications, the people behind *System 15000*. Want one? Then get cracking!

THE QUESTIONS

1. What is a modem?
2. What type of game is *System 15000?*
3. What is the telephone number for Seastar Travel?
4. Who owns Realco?
5. What is the account access code at Midminster Bank?

SYSTEM 15000
MODEM COMPETITION

My answers are:

1..

2..

3..

4..

5..

Name..

Address...

....

SEPTEMBER RESULT

EXPANDING ALBINOS

A strip cartoon with no apparent explanation was printed in the Puzzling pages of September's issue.

We asked you to think up an imaginative storyline to go with the cartoon — with software going to the winner.

The story that had the whole team chuckling was from Paul Warner who lives in Herts. A selection of games for your Electron is on the way.

Sarah and her mother were going to buy a pet for Sarah's Dad's birthday. They went to the pet shop and after a while they bought a rabbit. Little did they know that the rabbit was in fact a rare African Albino Expanding Rabbit.

Sarah puts the rabbit in a box and carries it around while her Mum finishes her shopping. Just as they finish, Sarah feels the box getting heavier and the box starts to split.

The rabbit had started expanding. Luckily they were outside their local corner shop, so Sarah and her Mum went inside and put the rabbit in a larger box.

Meanwhile, there is a fact, known to only a few, that the rare African Albino Expanding Rabbit is rather partial to a bit of cardboard. Now this rabbit was known for its greediness, so it didn't waste time in devouring the box. By this time Sarah and her Mum were getting worried about the rabbit. So they went to the nearest corner shop which was a supermarket.

They found a box which was much larger to put the rabbit in. The rabbit then started nibbling at the box again so Sarah and her Mum ran home.

After all, who wants a rare African Albino Expanding Rabbit in a soggy cardboard box?

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Combat Lynx – Durell		7.35	7.35
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Daley Thompson Decathlon – Ocean		5.50	5.99
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Kokotoni Wilf – Elite		5.70	5.99
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COMPETITION

THOMPSON TWINS

Here it is! Or rather here she is. THE winner of our fabulous Spectrum Thompson Twins Adventure game featured on flexi-disc which came with our October issue.

The winner, who found the secret of the Doctor's potion is .... Alison Wagstaff of Solihull, West Midlands!

Alison will be going to one of the Thompson Twins' British concert dates and will get to meet the band backstage afterwards. Well done, Alison! You will be hearing from us soon.

Meanwhile our thanks go to the hundreds of *C&VG* readers who entered the Spectrum Thompson Twins Adventure contest. Don't despair, you could still be one of our ten runners-up.

Now it's owning up time. Commodore 64 owners read on. We experienced considerable problems producing the flexi-record for your computer. It has taken much longer than we expected — but I'm sure you'll understand that we didn't want to send you a sub-standard disc.

You haven't missed out on the chance of seeing the Thompson Twins in action either. Commodore owners now have their own similar prize to go for. That's why we haven't told you what the solution to the TT's Adventure is already. Clever, eh?

So the competition will stay open for Commodore owners only until the end of December. Plenty of time to solve the Adventure and get your answer in to us at *C&VG*.

HERCULES

In our November issue, we ran a competition to win a new game from Interdisc called *Hercules*. Little did we realise what we were letting ourselves in for! The response was tremendous, but finally we managed to wade through the sacks and come up with 50 winners who will each be receiving one of these games to use on their own Commodore 64. Each winner will be notified in due course. So be watching for the postman — he might be coming to your door!

MITSUBISHI MSX

Just to prove *Computer & Video Games* reaches parts of the world where other computer mags don't, the winner of our fabulous Mitsubishi MSX competition comes from the Middle East! Yes, Samer S. Shuli, from Abu Dhabi in the United Arab Emirates will shortly be getting his hands on a brand new Mitsubishi MLF-80 MSX computer with two joysticks. Well done, Samer!

C&VG'S GOLDEN JOYSTICK AWARDS 1984

Use this form to nominate your favourite games, software house or programmer. No nominations will be accepted unless they come on this form. Send it to *Computer & Video Games*, Golden Joystick Awards, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Game of the Year
First choice: ....
Second choice: ....

Software House of the Year
First choice: ....
Second choice: ....

Best Original Game
First choice: ....
Second choice: ....

Best Adventure Game
First choice: ....
Second choice: ....

Best Strategy Game
First choice: ....
Second choice: ....

Best Arcade-style Game
First choice: ....
Second choice: ....

Programmer of the Year ....

ATIC ATAC

1) **Graham Peters**, Billericay, Essex — **5,629,796**
2) **Gary Watts**, Bishopstone, Hereford — **1,724,605**
3) **Carl Thomas**, New Ferry, Wirral — **995,003**
4) **D J Murray**, Denstone, Uttoxeter — **985,833**

PLANETOID

RICHARD THORPE

1) **Alexander Marco,** Jesmond, Newcastle — **2,565,260**
2) **Neal Wylde,** Welwyn, Herts — **1,618,500**
3) **Daniel Poon,** Newark — **783,475**
4) **Paul O'Malley,** Romsey, Hants — **684,550**
5) **Richard Thorpe,** Denham, Bucks — **99,690**

PYJAMARAMA

1) **David Potter,** St Ives, Cambridgeshire — **11,546**
2) **David Mitchell,** Woking, Surrey — **7,591**
3) **Gareth Williams,** Leominster, Herefordshire — **6,694**
4) **G. Minshull,** Carnforth — **6,192**
5) **Michael Harris,** Weston-super-Mare, Avon — **4,475**

JET PAC

M. LEGGE

1) **Andrew Hornsby-Jones,** Rhyl, Clwyd — **25,932,825**
2) **M. Legge,** Co. Down, Northern Ireland — **24,925,039**
3) **P. Bullas,** Burnley, Lancs — **18,653,489**
4) **Gavin Wilby,** Milton Keynes, Bucks — **16,542,102**
5) **Mike Rudge,** Tintagel, Cornwall — **16,542,102**

HALL OF FAME

Name ....

Address ....

....

....

T-shirt size sm ☐ med ☐ lge ☐

....

I scored ....

Time taken ....

Game ....

Computer ....

Witness's signature ....

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* — the space game with a difference from The Edge—Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* — a sort of Jet Set Wally!

DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds*. English Software's other big game — *Jet Boot Jack* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly Jet Man around the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy.

JET SET WILLY

What Miner Willy did next. This time there are 60 screens.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system.

ZALAGA

Splendid arcade clone for the BBC.

SABRE WULF

Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence system for the planet Betula 5.

ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge promise a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE

Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA

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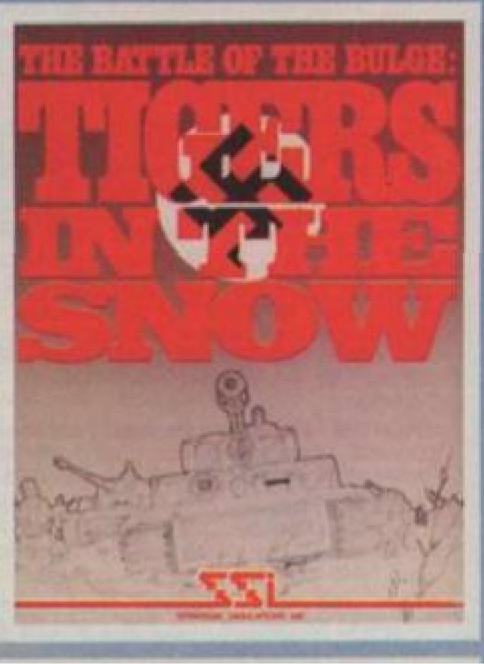
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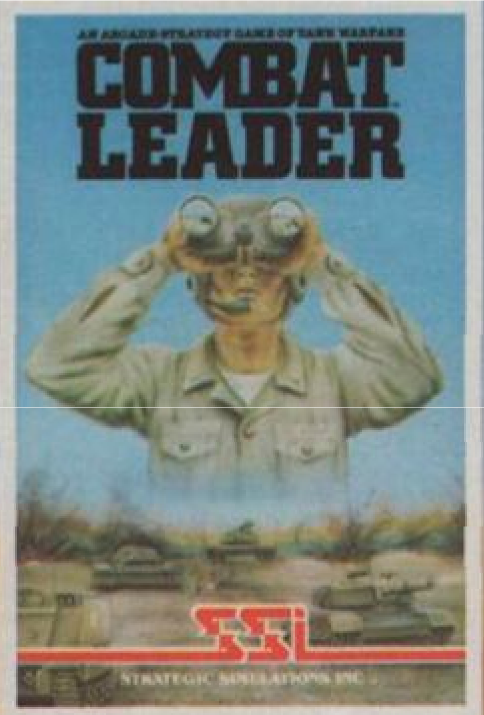
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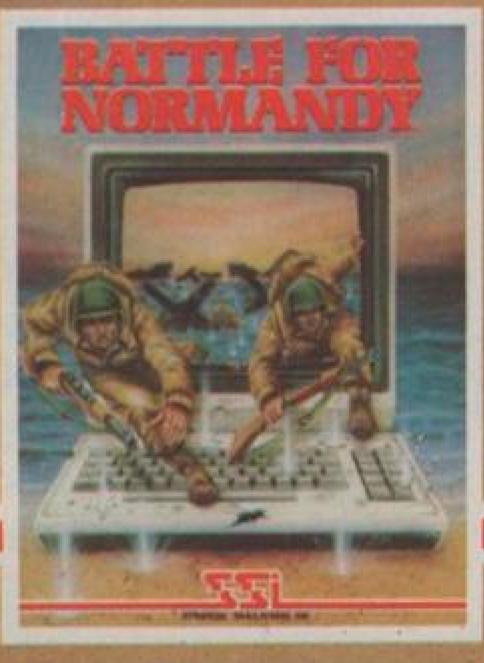
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BEEP FOR THE 64

Keyboard beep routines seem to be very popular with everyone. These routines make your micro bleep each time you press a key, which saves you having to stare at the screen while you type in a program.

This month, A G MacMaster from the West Midlands gives us this routine to do the job on a Commodore 64. Load the program and run it. It will then erase itself (so make sure you save it before you run it!) and the machine will beep when you press any key.

```
40 DATA  120,169,013,141,020,003,169
50 DATA  192,141,021,003,088,096,169
60 DATA  015,141,024,212,164,203,192
70 DATA  064,240,046,204,069,192,240
80 DATA  037,140,069,192,169,000,141
90 DATA  004,212,141,005,212,141,006
100 DATA 212,169,010,141,005,212,141
110 DATA 006,212,169,255,141,001,212
120 DATA 169,255,141,000,212,169,017
130 DATA 141,004,212,076,049,234,000
140 DATA 140,069,192,076,049,234
200 FORN=0TO75:READA:POKE49152+N,A
210 AS=AS+A:NEXT
220 IFAS=9145THENSYS49152:NEW
230 PRINT"▓DATA ERROR.  RUN ABORTED"
```

ANOTHER TWO COMPILERS

Yes, it's time once again for our monthly mention of *Blue Thunder.* You'll remember from last month's episode that *Blue Thunder*, a game for the Spectrum by Richard Wilcox software, was written with a compiler and a copy of this compiler was hidden on some early copies of the game.

Well, I've heard of another two games which were written with compilers and, because of the way a compiler works, it has to be on the cassette along with the final program.

The games in question are *Frank N Stein* by PSS and *War of the Worlds* by CRL.

Frank N Stein uses Mcoder 2, also by PSS and one of the best known compilers. Type CLEAR 25000 to load the main code for the program. Type SAVE "COMPILER" CODE 60000,5536 and you should have a compiler on tape. To load it, CLEAR 59999 and LOAD "" CODE.

War of the Worlds also uses a compiler but I'm not sure which one. Wind your tape to the start of the 6th program block (WOW MC) and CLEAR 40000. Then POKE 23613, PEEK(23730-5):LOAD""CODE.

Then enter your Basic program and RAND USR 60000 to compiler it. RAND USR 40000 will run the compiled program.

THE MISSING LINES

Cosmic Digger and Robo-1 must have been very popular games, judging by the amount of phone calls we received about these two listings from November's issue.

Unfortunately, we missed the end of each program. We've managed to rescue the offending lines from the printer, and all should be revealed next month.

However, if you can't wait, send me your name and address and I'll post a copy off to you. Don't forget to say which one you want.

MISPIRNTS

The Amstrad CPC 464 wallchart from a couple of issues ago lost a word on the sound category. The machine has, as you'd probably guessed, the same sound chip as the BBC micro. If you read the wallchart and wondered where the words had gone, all should now be clear.

And while we're at it, that headline on last month's Bug Hunter page was supposed to say "a definite red flag". Seems like I was trying to fit too many words into too small a space.

WRONG MACHINE

Apologies to all Commodore 64 owners who tried typing in Boxer from December's issue. Owing to an error on our part, the game is actually for the Vic and not the 64. And while we're at it, apologies to all those Vic readers who think they now have a free Boxer game. It's actually called Ghosty!

Sorry about that. But don't be too disappointed. Wait until you see all those Commodore listings in our free book of games next month!

MUSIC FROM ICELAND

Karl Thoroddsen writes all the way from Iceland with a routine to make explosion sound effects on a Beeb:

```
10 ENVELOPE 1, 10,-6,0,0,30,0,0,0,0,
0,0,0,0
20 SOUND 11,1,1,60: SOUND 10,.15,7,
60
```

THAT'S CHEATING

Having trouble with Ocean's *Decathlon* for the Spectrum? Wanna know how to get past the high jump? Easy, just go under it!

Set the bar to something over 2.35 metres. Keep your finger on the button and jump under the bar. You'll still qualify.

Thanks to Michael Henderson for that one.

DA BUG IN MUGSY

A bug seems to be alive and well and living in my copy of Melbourne House's *Mugsy* for the Spectrum.

When a contract is put out on you, enter a negative amount. Then, when you lose the money, the negative amount will be removed from your total. This means that it will actually be added!

MSX BUG

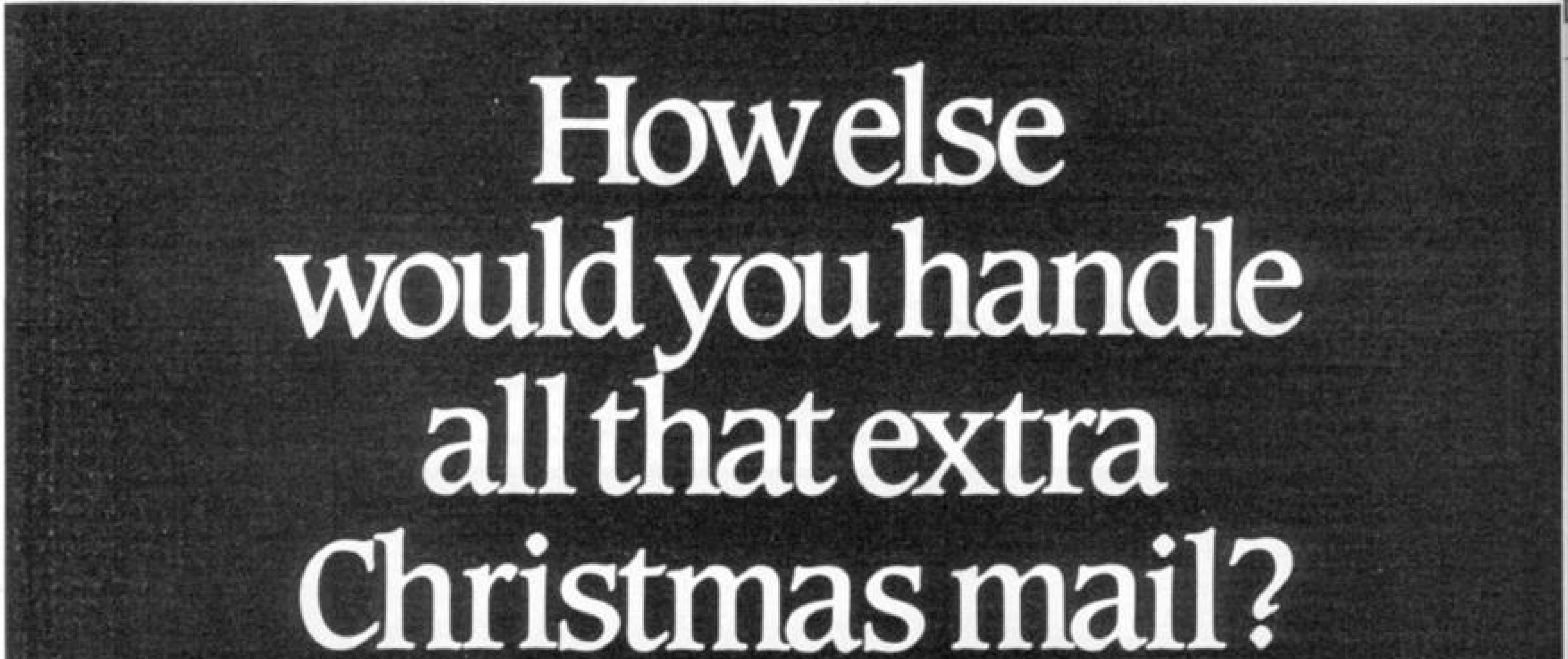
Our Major Tom listing for the MSX machines in November's issue suffered a missing comma in line 450. The line should read:

```
450 DRAW "C7BM=XF;, 180D8"
```

You can write to Bug Hunter at Priory Court. Or call during the day on 01-251 6222. If you uncover a bug during one of those all-night programming sessions, don't save it till morning. Just call 01-251 5633 and a friendly voice will say "this is a recording, please leave your message after the bleep." Well, you don't expect me to work all night, do you?

BY ROBERT SCHIFREEN

How else would you handle all that extra Christmas mail?


dear Santa Clause,
Me and my sister have written this letter to tell you dont try to come down and chimley because you will get stuck, because my ... in the summer block it up

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5th COLUMN

Mike Singleton's Fifth Column, *C&VG*'s regular feature of strategy and wargames, begins a new play-by-mail game, called *Seldon's Game* — that's if Mike has finished programming Doomdark's Revenge in time! Whatever happens, wargamers and strategy fans can't afford to miss Mike's authoritative opinions of the scene in 5th Column next issue.

PROFESSOR'S TIPS TAKE £5!

Since Professor Video began work on his games tutorials, many of his loyal students have been flooding the *C&VG* office with hints and tips for our Prof to add to his notes. Next issue sees the start of the Prof's very own readers' games tips page. YOU could win yourself a crisp blue five pound note if your suggestions for beating your favourite game are chosen as the Prof's Top Tip. In fact you may already qualify for the Prof's fiver — check out the February issue of *C&VG* to find out!

GHOSTBUSTERS

Ghostbusters, the movie about a bunch of ghost-hunters, could become the most successful film of the decade. The game of the film, reviewed this issue, could become the best selling computer game of the year. In any event YOU could win a copy of the brand new *Ghostbusters* game if you haunt your local newsagent and spirit a copy of *Computer & Video Games* out of his hands. We've got 50 copies of the game — 25 for the Commodore 64, 25 for the Spectrum — up for grabs in February. Don't miss out!

DOOMDARK PART III

Will Shareth the Heartstealer get her just reward for kidnapping poor old Morkin? Will the forces of good defeat the forces of evil? Will we ever say what the prize is for solving our Fighting Fantasy epic role-playing game based on the soon to be released sequel to the *Lords of Midnight — Doomdark's Revenge?* Find out in February.

M•O•N•T•H ▫ N•E•X•T•M•O•N•T•H

COMPETITION RESULTS

KONAMI MSX

Hundreds of you rushed off to enter our Konami MSX competition and we've just managed to finish opening your entries in time for this issue! We asked you to pick out four Konami games from a list of 15 arcade classics. You could have chosen *Time Pilot, Super Cobra, Hyper Sports, Pooyan, Track & Field* or *Juno Fast.* 30 first prize winners will get a Konami games cartridge for their MSX machine and 50 runners-up will get a giant *Hyper Sports* colour poster for their bedroom walls. I'm sorry there's not enough space to list all your names — but well done anyway and watch your letterbox for an interesting package!

Among all the MSX hardware and software we were giving away last issue, we also had some bookware. Ten copies of Tom Sato's definitive book on MSX, published by Melbourne house, were on offer if you could answer two simple questions. The ten people who got it all right were: Michael Jackson, Southport, Merseyside; Mark Chamberlain, Portsmouth, Hants; Paul Scrivens, BFPO 16; David Walters, Co. Meath, Ireland; Paul Serbert, Harrogate, N. Yorks; H. Kaye, Leeds; Stuart Bray, St Albans, Herts; Neil Parker, Highbridge, Somerset; Tim Marshall, Hartley Wintney, Hampshire; Stephen Marsden, Redcar, Cleveland.

MSX BOOKS

PUZZLING RESULTS

Blankey Blank

Star, Car, Raquet, Egg, Energy, Number, Turning, Engine, Stamp, Torture. Which spells SCREEN TEST.

Football Fixtures

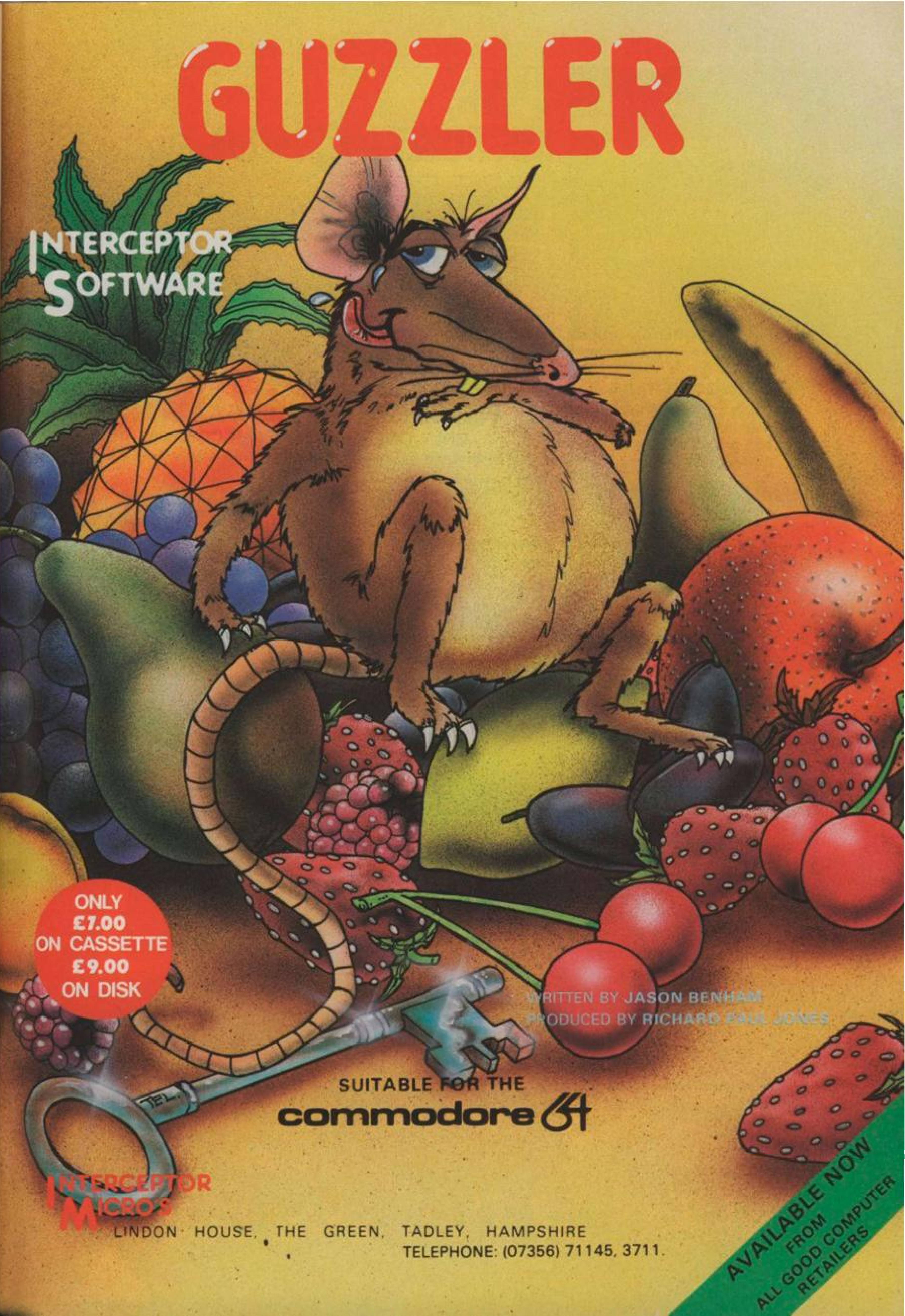
Arnold should get the drinks in — the score was Man Utd 2 Everton 2. Each team scored the number of letters in its printed name divided by 3, ignoring the remainder. If you missed it, read the test and note the whopping clue about score draws!

Gold Run

1. Forty different routes.
2. The only two numbers which work are 27956 and 35238.

Prnit owt

The missing letters are FV. Each square has a number from 1 to 9 printed as a word — but the vowels are missed out!



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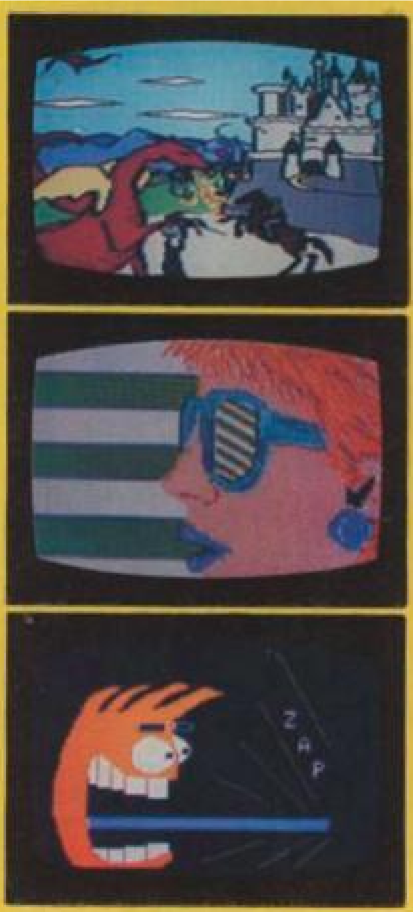

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